

# CONKER<sup>TM</sup>

## LIVE & RELOADED



This game is  
not for anyone  
under age 17

**WARNING:**



Microsoft  
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BASED ON A GAME  
RATED BY THE  
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# Conker™

## LIVE & RELOADED

PRIMA OFFICIAL GAME GUIDE

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## INTRODUCTION

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# INTRODUCTION

It sucks to be a squirrel. Whether you're trash-talking a turd with a tenor fixation, cheating a beating from a Neanderthal's bulging bone, or crapping your khakis in a blaze of bullets, it all adds up to one very *Bad Fur Day*.

Of course, Conker's not the only fuzz ball with problems. Elsewhere, it's Squirrels vs. Tediz in the ultimate bloodbath through time. As the war-crazed critters clash, fur's gonna fly, guts are gonna gush, and only one furry faction can reign supreme.

Whether you're going it solo with the buck-toothed boozer or massacring your mates in *Live & Reloaded*, we've got the answers to save your fuzzy butt. With exhaustive info on Conker's single-player misadventure and a ton of tips for some massive multiplayer mutilation, Prima's official guide is everything a rampaging rodent needs to ease their trauma.

Stick it in your mitts and get ready for action—the fur's about to fly!

## Acknowledgements

Raised tankards and timely hangovers go to Rita Thiede at Microsoft and Ed Firth for all their invaluable help during the making of this book. They're the nuts.





# CONKER: THE NUTS & BOLTS

## THE COCK AND PLUCKER

Fire up *Conker Live and Reloaded*, and the first thing you see is Conker's rain-drenched waddle into the beer-stained, tobacco-riddled interior of the Cock and Plucker. This fine establishment of jazz, booze, and depravity acts as the gateway to the various components of the game. Step in, pull up a stool, and do your best to ignore the vomit stains on the ceiling.

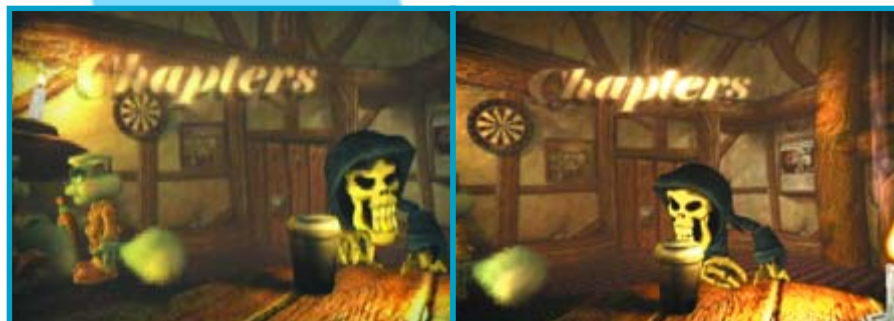


## Games 1, 2, and 3



Assuming you can focus properly through the intoxicating stench of the Cock and Plucker, you find three exits leading to the single-player game. Slink through the front doors, climb out the window, or stagger to the toilet and you set off on a very Bad Fur Day. The first time you select one of these options, you start a new game and get whisked away for the worst day of Conker's life. Subsequent visits let you pick up from your last saved game.

## Chapters



Gregg the Grim Reaper—Windy's premiere diminutive death-bringer—sits forlornly at the table, staring glumly into his pint and contemplating an eternity of

harvesting the ungrateful. The door behind him leads to the Chapters area. Here, you can revisit any of the subchapters you've already tackled in the single-player game, meaning you can jump straight in and detonate cattle or chuck poo to your heart's content.

## NOTE

*Avoid using the "Chapters" option to continue your game. Subchapters are unlocked and saved as you play; however, they don't keep track of the individual tasks you've completed. You'll find you can't continue in certain circumstances if you launch a later subchapter without returning to complete an earlier event first.*

## Options



If you're still feeling the chill from your lonely trek through the pouring rain, try warming your chestnuts over by the roaring fire. While you're there, why not investigate the Options menu? Here you can turn your controller's vibration feature on or off, invert your aim, or check out some other Xbox titles.







# CONKER: THE NUTS & BOLTS

## Live & Co.



The rather buxom barmaid keeps a watchful eye on the regular rabble from behind the bar. She's also guarding the passage down to the beer cellar, where all the *Live and Reloaded* multiplayer options reside. Thankfully, though, she's got a thing for soused squirrels, so head down the steps to challenge your mates on Xbox Live, through System Link, or head-to-head on a single console. For more information on the different multiplayer options, check out the section later in this guide.

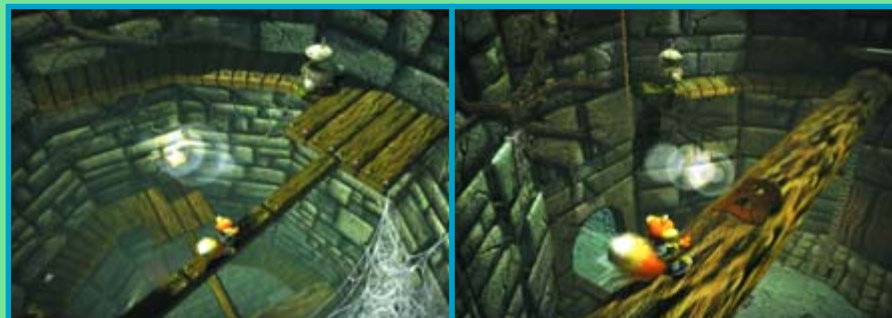
## COMMAND AND CONKER

If you're going to survive *Conker's Bad Fur Day* and earn your rightful place on the throne, you need full mastery of Conker's abilities. Broadly speaking, these all fall under the categories of movement, attacking, jumping, and swimming. Read on for a full breakdown of the tricks our furry fellow's got up his sleeve.

## Movement—Shift that Squirrel

Use **Left Stick** to move Conker around Windy and its many interesting locales. Depending on how hard you push the control stick, Conker performs anything from a delicate tiptoe maneuver to a flat-out sprint.

### Softly, Softly



Push **Left Stick** with the minimum amount of pressure and Conker creeps along with extreme caution. Tiptoeing is great for crossing narrow platforms, as Conker won't automatically plunge over the side if you get too close to the edge. Instead, he teeters precariously for a few seconds, giving you a chance to adjust your course

and taunt death. Sneaking is particularly handy on high ledges or platforms above nasty substances like lava or poo—taking it slowly in these circumstances improves the odds that you won't topple off into a world of pain, stinky or otherwise.

### Walk the Walk



Pushing **Left Stick** gently causes Conker to walk casually. Walking is best used when you first enter new areas and need to learn the lay of the land. Stick to walking and you'll be afforded a little extra reaction time if something unexpected rears its ugly head. A walking jump also carries you a little farther than a leap from a standing start.

### Get the Runs



Slam **Left Stick** and Conker takes off like someone's just set fire to his tush. Once you become familiar with the areas around Windy, you'll probably find yourself using run the most—simply because it's the fastest way to cover ground. It's also handy for escaping the clutches of anything keen





to rip you limb from limb. For obvious reasons, it's unwise to run when navigating precarious platforms. It's also a good idea to use some caution when you're not entirely sure what's coming next. An added bonus of running is that a leap at top speed can help Conker cross some serious distance.

### Ear to the Ground, Bum to the Sky



Although Conker's butt isn't the most visually inspiring sight, crouching has a surprising number of benefits. The squirrel's squat is activated by holding **C** when his hands are free of armaments. This maneuver is ideal for squeezing through tight gaps—under laser beams, for instance—and for cautiously crossing perilous platforms.

What's more, you can jump while crouched for an extra-high lunge into the air.



### Look out, World

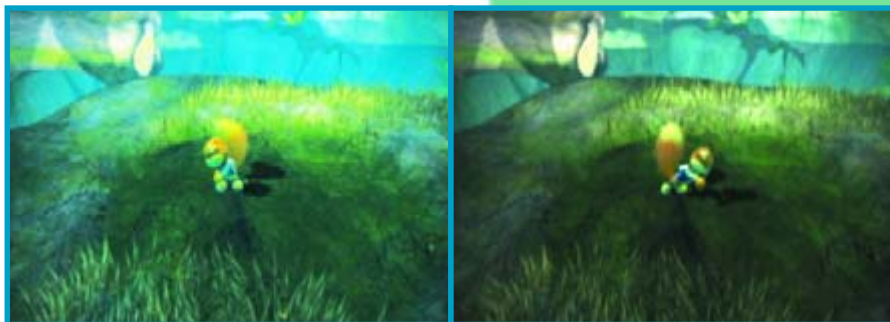


Several functions exist to give you a better view of what's going on around you. Use **R** to adjust the camera as you move around and ensure you don't stumble headlong into certain doom. You can also get a wider view of the world by clicking **O** to zoom out—clicking it a second time returns to the default perspective. What's more, holding **Q** switches to a first-person view. Twiddling **O** while peering through Conker's eyeballs lets you see things above and below that you might not ordinarily notice. This is great for scouting out complicated platforms and pitfalls, enabling you to plan your course of attack before lumbering in headfirst.

### Attacking—Getting Offensive

It's an understatement to say that no one's ever particularly pleased to see Conker on his travels. Thankfully, most of your encounters don't end in mindless violence. For those that do, however, there're a few nifty moves at your disposal to send any wannabe squirrel slayers packing.

### Fists of Furry



Let's get this straight right now—Conker's a first-class wimp. It should come as no surprise then to hear that Conker's punch attack redefines the word "feeble." If you really need proof, though, hit **B** when you've got no weapons at your disposal. Try swinging your fists while under the influence of alcohol at the beginning of the game and you'll be lucky if you manage to stay upright. Sober up a bit, though, and you've still got no oomph. Forget about fisticuffs—you'll only end up looking stupid.



# CONKER: THE NUTS & BOLTS

## Pan-Demonium

This is more like it. Early on, Conker gets his furry mitts on a super-sized cast-iron frying pan that you can whip out by hitting **B**. With the pan firmly in your grasp, squeeze **R** to swing it around your head and smash it noisily into anyone within reach. It's worth noting that Conker controls slightly differently whenever he has a weapon drawn—you're confined to forward and backward movement, along with left and right strafing, which should make aiming and maiming that much easier.



## Jumping—the Amazing Flying Squirrel

Who ever heard of a platform game without any jumping? Well, maybe there are a couple, but this isn't one of them. Exactly—and don't think this is going to be any exception. Thankfully, Conker's not only equipped with your standard leap, but he can also muster up a furious tail spin, enabling him to hover in the air for a few moments.

## Hop to It



Your basic jump is performed by pressing **A**. It might not look like much, but that doesn't mean it's not handy. In fact, you'll be leaping around like a caffeinated frog throughout your adventure, thanks to the myriad platforms and pits crammed into Windy. Furthermore, it's possible to combine your basic leap with several other moves to add some juice to your jumping prowess. Press **A** while walking to increase your hopping distance, or try it while charging ahead for an even greater boost. Jumping pros can even attempt to spring from a crouching position for extra air—particularly handy when combined with your helicopter tail for overcoming seemingly impossible obstacles.

## Bat-tle Royale

So you thought this was just a straight remake of *Bad Fur Day*, right? Wrong. After an early run-in with an all-too-familiar grouchy gargoyle, Conker ups the ante by tossing aside his trusty frying pan for a slightly more vicious baseball bat. The bat handles identically to the pan but doesn't make an annoying "clang" whenever you batter someone's brains out.

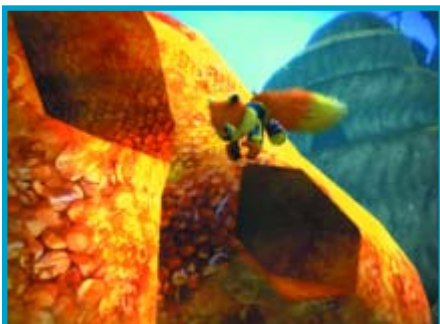


**TIP** Conker old-timers are in for a shock if they expect another walk in the park. This time around, the green hills of Windy are loaded with baddies, all hell-bent on sending Conker on a one-way trip to Gregg the Grim Reaper. In particular, there are a lot more Odd Little Armored Imps roaming the landscape. For the most part, these merely exist to make your tasks all the more difficult. A good strategy is often to brandish your bat and clear an area whenever you visit it for the first time—thankfully, they don't return for another piece of the action.





### Give Us a Whirl



If you thought Conker's big, bushy tail was only there for show, you were wrong. Conker's massive rear-end embellishment can be spun vigorously to create an effect not unlike a helicopter's blades. You can activate his helicopter tail by slapping **A** to hop into the air, then hitting **A** a second time before you touch the ground. Keep **A** held down to hover in the air for a bit. The effect only lasts for a few seconds before you slowly return to earth, but it's ideal for clearing chasms or reaching ledges that would otherwise be inaccessible.

It's also possible to hop from a high platform and activate your helicopter tail as you descend—drifting, instead of plummeting, to the ground prevents you from taking damage by avoiding a nasty high-speed impact. However, don't wait too long before hitting **A**, as your tailspin malfunctions if your leap turns into a tumble.

### Swimming— Splashing Out

It's not all skipping through daisies and smiling at birds in Conker's world, you know. You also have to get your fur wet from time to time. As the game begins, Conker can just about manage some enthusiastic splashing. However, as things progress, you gain the skills to put a synchronized swimmer to shame.

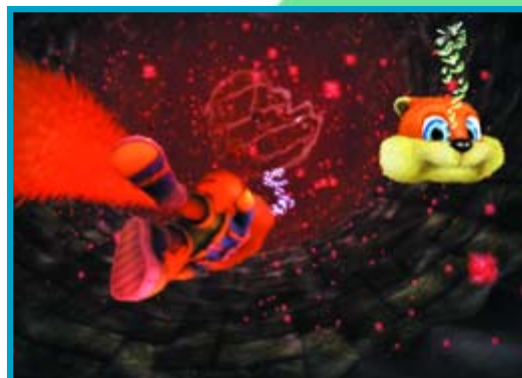
### Water Sports for Beginners

Right from the get-go, Conker's confronted by a heaving expanse of water—not great news for someone used to hiding in trees and playing with his nuts. Luckily, he's brought along his water wings. Until Conker's confidence in the water grows, you're stuck with a simple doggie paddle maneuver. Just splash on in and press **B** to flail over to the other side.



### Taking the Plunge

Eventually, Conker gets his paws on some performance-enhancing drugs. From this point on, you're no longer constrained to the water's surface and can dive into the depths. To take the plunge, hit **B**. When you're in over your head, tap **A** to sink lower and **B** to rise back to the surface—**C** takes care of all that horizontal maneuvering. You might find grappling with the buttons a little tricky, however. As an alternative, use **C** to aim the camera in the direction you want and push **C** to waft away.



### Bad Breath

Remember, Conker's a squirrel, not a whale. His lung capacity fits accordingly. As soon as you submerge, your oxygen reserves begin ticking away, and a handy close-up of Conker's ugly mug appears in the top-right corner of the screen. As you slowly run out of air, Conker's cheeks bulge, his eyes roll back in his head, and he finally turns blue.

After that, you've got about three seconds of swim time left before Gregg the Grim Reaper welcomes you to the afterlife with open arms. Be sure to resurface and gasp for more air before Conker swims with the fishes.







# CONKER: THE NUTS & BOLTS

## Top Me Up

In some locations, you find underwater air vents, spewing bubbly oxygen into the area. These make a handy alternative when it's impossible to resurface at a particular spot—simply swim over and Conker automatically sucks up a few bubbles.



## KLEPTOMANIACS "R" US

During his very Bad Fur Day, Conker encounters a veritable thrift shop's worth of curious collectibles and other useful items. You might question the value of a lint-covered lump of chocolate or a matted wad of fur, but keep your eyes out for the following items and you won't go wrong.

## Chocolate

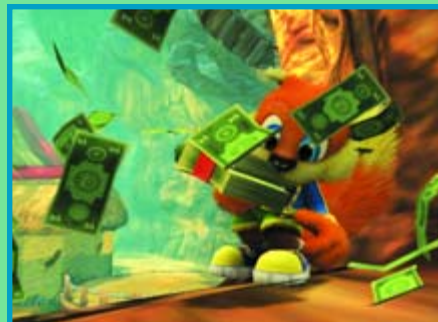


In the real world, chocolate makes you fat and spotty. In *Conker*, chomping on the sticky stuff is the equivalent of charging up your health meter. Conker's current energy levels are represented by a candy bar consisting of six slabs. Whenever you take a hit from a mean-spirited critter or tumble from on high, Conker loses a couple of chunks. If all your

chocolaty morsels disappear, you lose a life and take an unscheduled trip back to Gregg the Grim Reaper. Thankfully, there's plenty of rogue sweetness littering the landscape, so always stock up when the opportunity arises.



## Cash



Forget stars or coins, in this age of rampant consumerism, the only currency worth anything is cold, hard cash. The same applies for Conker too—certain areas of Windy are totally impassable if you don't have the moolah in your wallet. Luckily, money's not too tough to come by and can be earned by fulfilling various menial tasks or simply swiping currency that's been left lying around. Sure, it amounts to petty theft, but do you really expect a squirrel like Conker to have morals?

## Keys



You can probably guess that you need keys to wrench open those pesky locked doors. What you might not be expecting is for the keys to run screaming whenever you approach. Like most things in Conker's world, they go out of their way to make life difficult for the squirrel. If you want to get your hands on a shiny key, you first have to clobber it into submission with your bat or frying pan.





### Tail Thingy

When you screw up in your adventure, expect to take an express trip to the afterlife. Here, you meet Gregg the Grim Reaper. The pint-sized demon explains that squirrels get as many chances up on Earth as they want, provided they've got a special Tail Thingy on them when they die. As you traverse Windy, keep your eyes peeled for handy hooks, all with big, swishy tails dangling from them—both in obvious and not-so-obvious locations. Each tail is the equivalent of one life, so the more you collect the more lives you have. Every time you lose your last chunk of chocolate, one of your lives goes with it. Lose all your lives and you'll have the rest of eternity to shoot the breeze with Gregg. So collect as many tails as you can find.



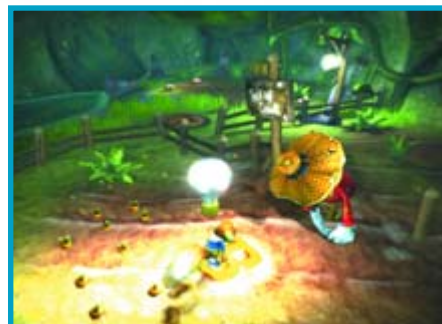
### NOTE

*If you're familiar with Conker's previous outing, you might think you've got a few tricks up your sleeve to make sure the wisecracking rodent never sees his escapades cut short. Be warned though—this time around, Tail Thingies don't respawn every time you enter an area. Each tail can only be snagged once throughout a single play session, resetting when it's Game Over. This means you won't be enjoying infinite continues any time soon—looks like you might have to muster up some skills, after all.*

### ENVIRONMENTAL ACTION

Once you've got all your moves in order, you can put them into practice and use them to variously stomp, yank, clamber, and push the many interactive objects strewn around Windy. Put in some study time now and you'll be more than equipped to cope with anything you encounter on the worst day of your life.

### Context Sensitive Buttons



These big, round buttons really are the meat and potatoes of Conker's universe. Simply stroll up to a Context Sensitive Button, place your tootsies on top, and hit **B** when the light bulb pings to life above your head. Through some marvel of modern engineering, or possibly strange and inexplicable voodoo powers, anything Conker happens to need at that particular moment is suddenly his for the taking.

### Climbing Ropes



Tarzan has nothing on Conker. Any time you spot a rope dangling from above, simply point the squirrel in its direction, leap toward it, and Conker automatically clings on. With the rope clenched in your fist, press **↑** to clamber up and **↓** to shimmy down. The tricky stuff occurs when you need to swing from one rope to another. First up, point **⬅** in the direction you want to travel, then press **A** to launch yourself into the air. You should grasp onto

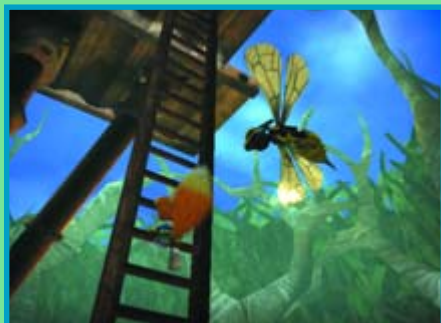




# CONKER: THE NUTS & BOLTS

the next rope in a jamboree of successful swinging. Of course, if something goes awry, you'll probably tumble embarrassingly to your doom.

## Scaling Ladders



Ladders are great for getting to really high places from low down or really low places from high up. Whatever your climbing needs, Conker can meet them. To grip the rungs, either walk up to or hurl yourself at a ladder, and the rest happens automatically. Once you're holding on tight, use **L** to climb up or sidle down.

### TIP

*Because Conker grips hold of ladders automatically as he approaches, cunning use of these wooden marvels can protect you from a horrible end if you fall from a great height. Hit **A** to activate your helicopter tail on the way down and attempt to steer Conker to the nearest ladder. If you succeed, you've saved yourself a life. If you fail, at least you can say you tried—through a mouthful of broken teeth.*

## Shifting Objects

Every now and again, you need to get something from one place to another. To shift a moveable item, simply stroll up behind it and push **L** in the direction you want it to travel. Conker automatically latches on and shoves the object wherever you see fit.



## Pulling Levers

Pulling levers is very easy to do. Stroll your squirrel directly beneath the lever and jump into the air to hook on. To yank a lever, simply stroll your squirrel directly beneath and jump to hook on. Wait a few seconds for gravity to kick in, and the whole thing swings downwards. Occasionally, you might need to crouch-jump up to reach a particularly high lever, so don't fret if it seems to elude your furry mitts on the first hop.

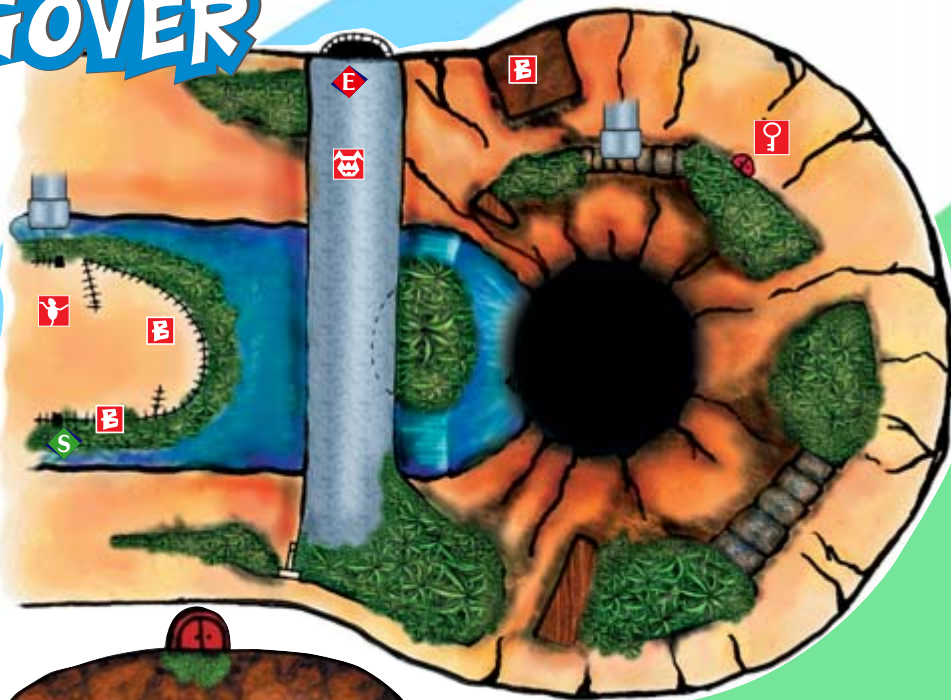




### BFD: HUNGOVER

#### THE NUTTY GRITTY

Alright, you furry f@!ker. It's time to shake off that booze-fuelled brain buster and get down to some serious rodent reconnaissance. Your first task is to hack up that post-binge bile so that Conker can get back home for some good old-fashioned lady lovin'. You'll learn everything a soused squirrel should know about Context Sensitive Buttons, splashing, leaping, and frying pan-pummeling your way across Windy. Think of this little jaunt as some prime time training before you tackle the turd-wrangling, ball-busting filth fest that all adds up to a very bad fur day. Yep, that's right, it's all about to get much worse.



#### What in the world...

- Starting Point
- End Point
- Birdy
- Key
- Context Sensitive Button
- Gargoyle

#### CHECKLIST: HUNGOVER

- 1 Cleanse Conker's cranium of alcohol-induced trauma
- 2 Uncover the secret of the Context Sensitive Button with the help of Birdy, the deranged scarecrow
- 3 Tug your first lever and enter the Cave of Unlikely Armaments
- 4 Wield the mighty Frying Pan of Death, bludgeon some Imps, and clamber for the key
- 5 Garrote the gargoyle after friendly banter and cross the bridge
- 6 Obliterate the blockade with judicious use of dynamite
- 7 Pause for a moment's smug satisfaction and exit to Windy







# BFD: HUNGOVER

## Part 1: Scaredy Birdy



Once the world stops spinning enough for Conker to attempt to assert some motor control, start woozily shuffling along the perimeter of the nearby fence. The going's slow and stomach churning, but as you reach the opening to the left, stumble through the gate into the vegetable patch.



Birdy, the slurring scarecrow, accosts Conker and lurches through the pleasantries before slumping to the ground in a heap of corn-stuffed unconsciousness. Stagger around the gangly-limbed lummoxx's pole and park your puke-stained sneakers on the Context Sensitive Button (that's the big, round "B" symbol on the ground, if you're not familiar with these technological marvels). After CSB 101, a light bulb tings to life above Conker's head. This signifies an operational Context Sensitive Button—smack **B** to activate it.



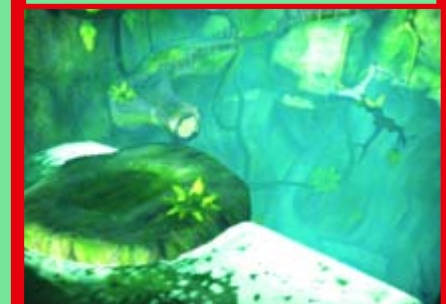
Once you've got to grips with the first Context Sensitive Button, zigzag toward the second, back outside the vegetable patch, near to where the level began. Finger **B** again and marvel as Conker magically yanks a bottle of hangover remedy from somewhere around his nether regions. Joy of joys, the nut-muncher is cured.



Next, it's time to get your little fellow wet. Hop into the water, and Conker slaps on his regulation water wings. Push **L** to get the rodent up to maximum splashing speed and start heading toward the opposite bank.

## CAUTION

*Avoid tumbling over the waterfall into the foamy depths—the dimension-bending forces that lie within spit you right back out the pipe next to Birdy's perch, ready to try again.*

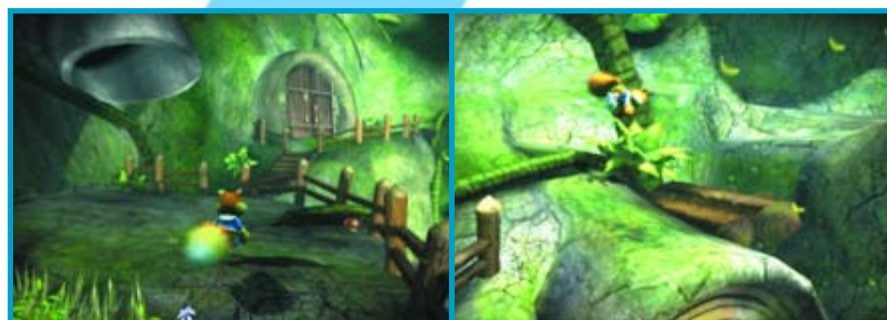




### Part 2: Pan Handled



Clamber onto dry ground and proceed along the grassy precipice. Conker gives you the lowdown on busting some of his favorite moves, then it's time to put them into practice. Scurry along to the platform edge and hold down **(B)**. Hit **(A)** in this position to perform an extra-high hop. Prod and hold **(A)** again while in midair to send Conker's helicopter-like tail into overdrive, then hover over to the jutting branch opposite.



As your furry feet touch down, start scurrying up the incline and over the rickety bridge to the large doorway on the left. It's locked tight at the moment, so move along to the next precarious gap in the walkway. Use your helicopter maneuver to clear the drop and continue up the path. There's one final gap to navigate before you reach your goal—helicopter one last time, then clamber onto the stone precipice.

### NOTE

*Don't worry if you screw up and plummet into the bottomless pit below. From this point on, Conker emerges from the pipe to the left of the large doorway whenever he takes a tumble, meaning you won't have to flounder around in the water again before making another attempt.*



Ignore the bridge leading to the right for now and shake your fluffy butt over to the lever ahead. Stand underneath and poke **(A)** to latch on and give it a yank. The doors below swing open with a creak, so turn around, retrace your steps, and shimmy through.

Inside, there's a spasmodic golden key and a dubious selection of rusty kitchenware visible through the gloom. Give chase to the squealing key and watch as Conker helps himself to a frying pan, ready to dish out some cast-iron justice. Equip the pan by pressing **(B)**, then slam **(B)** to swing it through the air. Use it to bludgeon the three barrelled Imps that materialize, then pummel the key into submission. Get your grubby paws around the key, unlock the door, and scamper back out into the sunshine.







## BFD: HUNGOVER



### CAUTION

The Imps patrolling the cave are feeble versions of the cast-iron cronies that you encounter throughout the rest of the game. It's important to master their speedy demise early on if your ambitions exceed being a rodent pincushion. To defeat Imps effectively, sneak up behind them with your weapon drawn, then hit **(R)** to dish out the damage. Quickly nip out of range as they retreat into their armor, flinging out nasty looking spikes. When the spikes retract, take another swing and repeat until victory is yours. Where possible, avoid tackling Imps face-to-face—if you're spotted, they'll charge and attempt to herd you into a corner, ready to skewer you repeatedly into oblivion.

### Part 3: Gargoyle

Take a left and helicopter all the way back up to the bridge. This time, start crossing over and prepare to engage the grumpy gargoyle with the sore butt in conversation.



### CAUTION

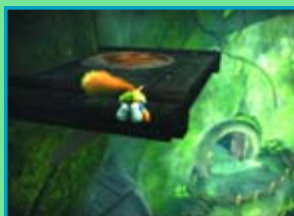
Don't attempt to engage the gargoyle until you've pocketed the frying pan. Without it, the gargoyle is free to take a boulder-sized fist to your face, sending you all the way down to the waters below. Fancy doing Conker's little mountaineering jaunt all over again? Didn't think so.



When Conker's chinwag with the gargoyle is over, equip the frying pan, stroll up, and clang him in the maw. It looks like stone-chops isn't going down without a fight, though. Luckily, a whack to the brain cavity is all it takes to wipe the gothic grimace off our heavyweight friend's face for good.



Once the ground stops shaking, cross the bridge and scale the newly fallen boulder, using the ledge-like groove on its left. Up top, take a right and shuffle to the very edge of the rock. Next, crouch-jump and helicopter over to the wooden platform opposite. Finally, clamber onto the Context Sensitive Button and prod **(B)** to make gargoyle gravel and clear the route ahead. Conker's bed lies somewhere on the other side of the unblocked tunnel—what are you waiting for? Get moving.





### BFD: WINDY

#### THE NUTTY GRITTY

With his training over, Conker strolls into the lush splendor of Windy. True, it might look like a picturesque beauty spot, but don't be deceived. The locals aren't what you'd call wholesome, and the less said about the gargantuan mountain of poop nearby, the better.

Windy acts as the hub to all your odorous adventures over the course of your bad fur day, so you'll be returning here again and again. Things start off simply enough, though, with a spot of home repossession from a bunch of buzzing bandits, followed by some straightforward slingshot practice against crap-crazed Dung Beetles.

Scour the area thoroughly while you're here and get familiar with the undulating mess of passages and exits you'll be exploiting later. Just remember, if you decide to plod through Poo Mountain, wipe your feet afterwards.

#### CHECKLIST: WINDY

- 1 Scoff the miraculous antigravity chocolate
- 2 Endure the blubbling Queen Bee
- 3 Retrieve her honeycomb hovel for a sly backhander
- 4 Cross the bridge for a reunion with Birdy
- 5 Whip out the manual and scrutinize the slingshot
- 6 Debilitate the Dung Beetles with a high-speed nut
- 7 Make a sharp exit to Barn Boys

Total cash prize: \$400



#### What in the world...

- Starting Point
- End Point
- Beehive
- Birdy
- Chocolate
- Context Sensitive Button
- Dung Beetle
- Lethal Wasp Larva
- Queen Bee
- Tail Thingy







# BFD: WINDY

## Part 1: Queen Bee



After a brief visit to the King's castle, Conker surveys the majestic beauty of Windy—200-foot pile of plop and all. Descend the winding path and approach the "Wasp/Bee" signpost at the bottom.

**TIP** From your first after-life encounter onwards, mysterious dismembered tails start springing up around Windy. These gruesome artifacts, otherwise known as Tail Thingies, effectively grant Conker an extra life whenever they're plucked from their hiding places. Don't get too excited, though. Tail Thingies don't respawn again until you've witnessed the "Game Over" screen and come back for another attempt. Sorry, no infinite lives here. For your first piece of tail, check out the hook on the "Wasp/Bee" signpost when Conker's croaked it.

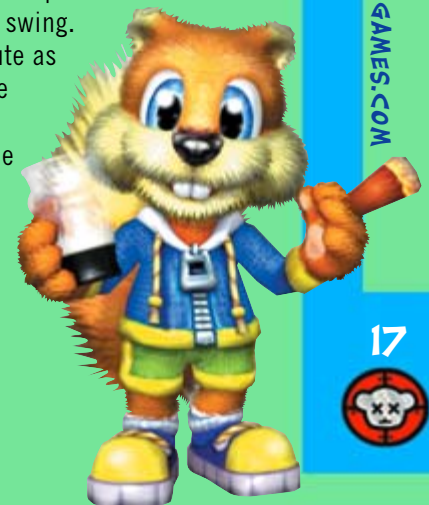


Take a right and skip through the daisies, soaking up the sun as you go. Shortly, you encounter the distraught Queen Bee. Apparently, while her hubby's been indulging in some extracurricular activities, ruffians have made off with her hive. Luckily, there's a bundle of notes with your name on it, if you can retrieve the thing.

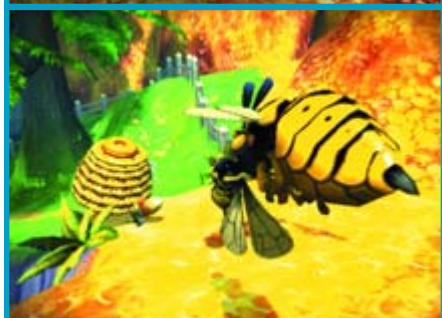
## The Great Hive Caper



Scurry back along the path and head straight at the signpost. As you pass the barbed wire fence on your left, brandish your bat and show the Odd Little Armored Imps the might of your swing. Follow the route as it bends to the right and clamber up the slope toward the wasps' imposing hideout.

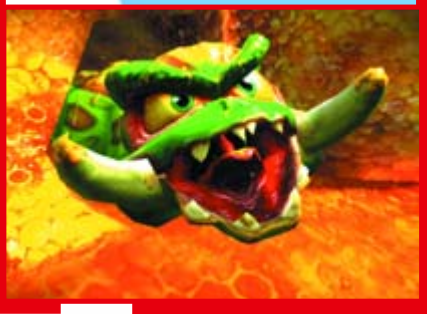






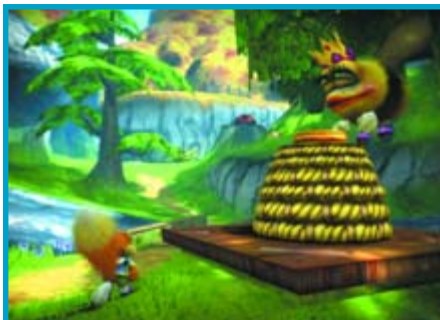
The Queen Bee's less-impressive hive waits unattended nearby, so approach it to automatically hoist it over your head. Alerted to your uns subtle thievery, three bumbling wasps burst from their honeycomb headquarters and prepare to give chase.

**CAUTION** As tempting as it might be, don't head through the doorway into the giant hive just yet. There's an extremely testy wasp larva standing guard, ready to rip the fur off anyone who gets too close. The secrets of the wasp hideout are revealed eventually, but stay clear for now if you value your precious chocs.



With the hive in hand and wasps on your tail, hurry back down the hill, scurrying along the path until you reach the Queen Bee. Provided you don't stop for anything, the wasps' advances are futile. However, if they get too close, they prick you where the sun doesn't shine. Not only does this result in the loss of a couple of chocs, but you drop the hive, and the wasps carry it back to their hideout, ready for another attempt. Once you've successfully delivered the oozing lump of honey back to the Queen Bee, she demonstrates its more surprising properties. As the last wasp bursts in a barrage of bullets, you can collect your \$100 reward.

### The Manual



With a smile on your face and a lump in your wallet, cross the little stone bridge nearby. Clamber up the hill and approach the mound of earth concealing a handy Context Sensitive Button. Hop on and twang **B** to bring Birdy back into the picture. After you grudgingly hand over your hard-earned cash, your slurring scarecrow friend presents his dog-eared "What to Do" manual. This convenient pamphlet contains absolutely everything Conker needs to know about performing some of his more obscure moves. Incidentally, don't worry about your cash—the scarecrow's stench is enough to send the wad screaming straight back into your gaping wallet.



After learning how to summon the manual's wise words at will, hit **B** again to whip out your trusty slingshot. This elastic eliminator has all sorts of uses but always works the same way—adjust **D** to aim and prod **RB** to launch a high-speed nut. Experiment with your new toy a little, then turn to face the incline to the right.

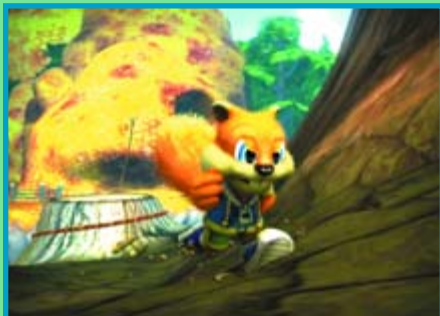




## BFD: WINDY



Four tree stumps spread up the hill, each hiding a foul-mouthed Liverpoolian Dung Beetle. Take aim and send a nut whizzing toward the nearest expletive-spewing menace. As the Dung Beetle launches into the air in a last-ditch attempt at attack, spring another nut at it to finish it off. Splatter the remaining bugs to clear the area once and for all.



Scurry up the slope and investigate the tree trunk entrance that opened as the Dung Beetles hit the floor. It's one of two possible paths you can take out of Windy—the other leads to Poo Mountain. For now, give some consideration to Conker's nostrils and scamper through the tree trunk to the right. Hope you've got your straw hat and dungarees handy—things are about to get more than a little crazy down at Windy farm.

### Sod Off, Squirrel!

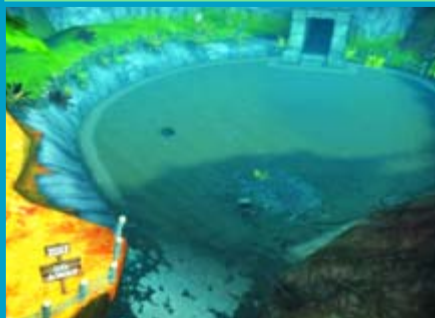
You've probably already noticed there's a lot more to Windy than a tearful bee and a reeking hobo scarecrow. Feel free to have a hike and learn the lay of the land. You'll quickly realize that many areas of Windy are impassable at this early stage. By following this walkthrough, you'll discover where, and more importantly when, these tantalizing sections are available. For now, though, here's a brief rundown of the Windy locales that you can ogle futilely to your heart's content.



*Poo Cabin over in Poo Mountain—you need \$200 before the proprietor decides it's time to open shop.*



*Windy's financial hub is the Feral Reserve. You can admire the view by climbing the ladder to the left of Poo Cabin and heading through the hole. Sadly, the bridge is out, so you need to find an alternative entrance—eventually.*



*Bats Tower lies beyond the sealed stone entrance adjacent to the murky pool—splash up the gushing stream to find it. Poo is definitely on the menu if you're ever going to access the switch to slink through, though.*



*The imposing wasp hideout, guarded by a sharp-toothed, blubbery larva—you need a whopping wad of \$1,710 to sneak past.*



*The boarded-up hole in the water beyond the Queen Bee's hive leads to Spooky, a veritable bloodbath of supernatural activity. A serious tumble, to the tune of \$2,110, is in order if you ever intend to break through.*



*This is the entrance to the allied base in It's War. You can hop over the barbed wire fence to reach it as much as you like, but the doors won't open until you've completed Spooky.*



*Windy's magnificent windmill centerpiece is located at the top of the spiraling hill over the bridge. It's going to take more than a puff of wind to bring this baby down—it's almost indestructible.*



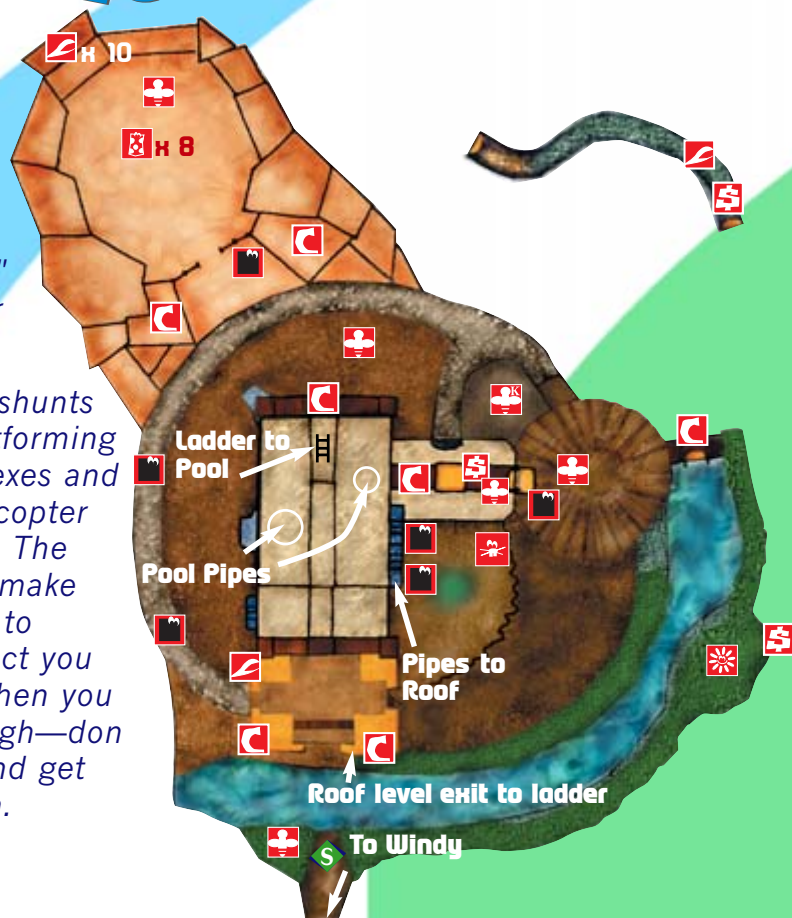


# BFD: BARN BOYS

## THE NUTTY GRITTY

Yeehaw, cowboy! Conker's going country, so whip out your instrument and pluck that banjo. It's time to go hoe-to-toe with some corn-fed cretins, put pay to some hay, and get the "bee" back into "boobies" as pollination fever hits Windy valley.

For the first proper level, Barn Boys shunts you deep into some truly hardcore platforming action. You need ferret-like rodent reflexes and some pretty nifty tail work as your helicopter maneuver is repeatedly put to the test. The latter stages of the level, in particular, make your fur stand on end—you lumber up to ludicrous heights with nothing to protect you except the promise of a quick death when you hit the ground again. Enough talk though—don that straw hat, sidestep that cowpat, and get ready for some serious fun on the farm.



## CHECKLIST: BARN BOYS

- 1 Jabber with Jack the Box and his lardy lady
- 2 Shoot the breeze with Burt and open the Cheese Corral
- 3 Beat a lump of cheese into submission
- 4 Force feed Marvin the Rat cheddar chunks until he busts his guts
- 5 Shimmy onto the barn roof and trip the switch to open the doors, swiping the Tail Thingy en route
- 6 Turn Franky the Pitchfork's prong power against the shuffling stacks of hay
- 7 Make a beeline for the fallen king and the sunflower with the airbag hooters
- 8 Lure all five tickly bee swarms back to the foxy flora
- 9 Use the saucy sunflower's bulbous boobs to reach the cash overhead
- 10 Scramble into the hayloft and sling some silverware at Franky's noose
- 11 Pair up with the pitchfork and go gung ho on Haybot's heinie
- 12 Short out Haybot's circuits beneath the barn
- 13 Doggy paddle to safety as the burst pipe fills the basement, and avoid a shocking end
- 14 Scramble into the stratosphere, dodging the feisty wasps on your way to the world's highest diving board
- 15 Freefall back to earth in an eye-pleasing anvil formation
- 16 Follow the stream to the underground tunnel then swipe the cash and Tail Thingy
- 17 Wave goodbye to Barn Boys and exit to Windy valley

Total cash prize: \$400



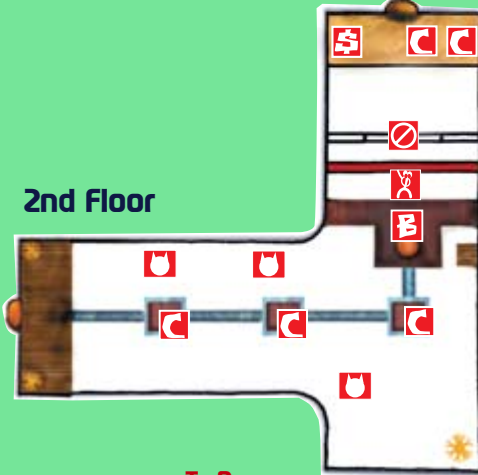


# BFD: BARN BOYS

1st Floor



2nd Floor



## What in the world...

- Starting Point
- Angry Wasp
- Bat
- Bees
- Block
- Bouncing Haystack
- Brush
- Cheese
- Chocolate
- Context Sensitive Button
- Franky the Pitchfork
- Hanging Franky the Pitchfork
- Haybot
- King Bee's Landing Spot
- Live Wire
- Locked Door
- Marvin the Gassy Rodent
- Odd Little Monk
- Paint Pot
- Stack of Cash
- Sunflower
- Tail Thingy





### Part 1: Marvin



As catchy as the twanging banjo background music is, this ain't the time for a hoedown. Scamper through the stream and under the arch ahead. There's an Odd Little Armored Imp clanking around the trash, so brandish your bat and take aim. Hop up the steps to the right and follow the path to the left. Jack the Box is in a predicament around the corner—his mountainous missus has sat on his face and won't dismount until you perform some renegade rodent removal. Chat to Jack and scamper back down to the arch. Shift your fuzzy butt up the dirt track opposite and dodge the bouncing boxes to avoid becoming squishy squirrel paste.



*The stomping boxes always pounce in the direction they're facing. If you don't want to end up as a Conker crepe, stand well back as they come clanking down toward you, then bomb underneath as they thrust back into the air. Never try to dodge below if you're both heading in the same direction—you'll just end up looking like roadkill.*

*Crafty Conker players might also notice the gap between the clattering boxes' path and the rock wall to the left. You can shimmy along with carefree abandon by sticking your furry fellow in this convenient hole.*



Jack's good friend Burt guards the gate to the Cheese Corral, just beyond the pounding perils. Stroll up, have a private word, and gain access to his herd of curd. Step through the gate, whip out your weapon, and let rip to appease some cheese. Grab a dazed chunk, then head back to Jack, his over-sized lady friend, and Marvin the Rat.



*These cheesy chaps are feistier than your average lump of cheddar and can wriggle out of Conker's clutches if you hesitate for too long. You've got about 40 seconds to deliver your dairy before it goes off for good. Also avoid taking a hit with your arms full—this causes Conker to drop the cheese, necessitating a return visit to the Cheese Corral.*



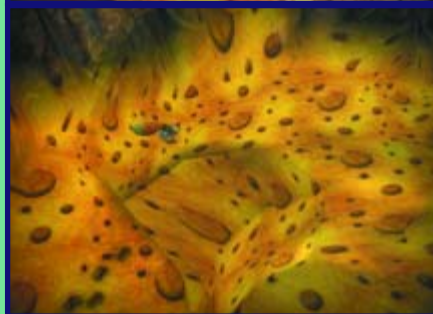




## BFD: BARN BOYS

### TIP

*It might look like your average dairy reserve, but there's more to the Cheese Corral than meets the eye. Return here once the level is complete and hop up onto the surrounding cheesy perimeter using the ledges on either side of the gate. Skirt around to the rear wall and jump about—aim correctly and a light bulb appears above Conker's head. Immediately smack **B** and the squirrel transforms into an anvil, smashing through the crumbly stuff below. Grab the special Tail Thingy hanging on the hook nearby for a whopping ten extra lives!*



On reaching your destination, Conker automatically tosses his payload into the appreciative rodent's mouth. Scurry back up to the Cheese Corral and return with another fragrant morsel—Marvin quickly starts piling on the pounds until, after three slices, the sheer buildup of noxious gas is enough to launch steaming rat guts three hundred feet into the air.

After Marvin's sudden departure, Jack's behemoth belle dismounts, creating a pair of convenient platforms that provide access to the barn's roof. Jump on Jack, then over to his boxy beauty. Finally, face the wall and crouch-jump to reach the drainpipe overhead—a quick burst of helicopter tail might be required to hit your target.

Once your sneakers are secure on the rusty metalwork, swing Conker to face left and scope out the ledge immediately to the other side of the vertical drainpipe. Next, jump out around the pipe and quickly activate your helicopter tail to slalom back in, landing on the stone platform. Follow the ledge all along the outside of the barn until you locate the Tail Thingy. Snatch it then return to the rusty drainpipe.





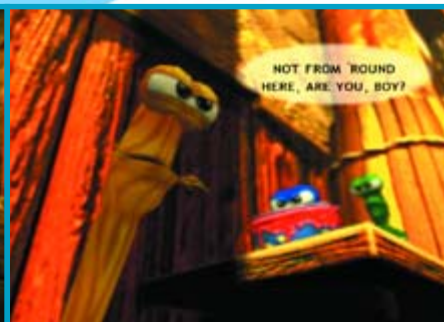
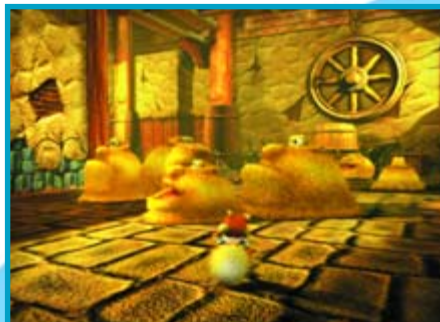


From here, jump up to the next drainpipe, then turn right and face the thatched roof. One last helicopter tail jump is enough to clear the gap and plant Conker firmly on the red, wooden platform ahead. Take a right and stomp on the brown button to swing open the barn doors below, then swipe the yelping wad of moolah nearby.

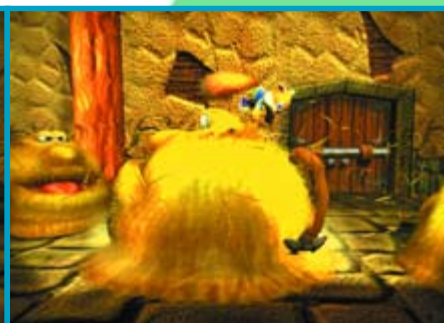
### Part 2: Mad Pitchfork



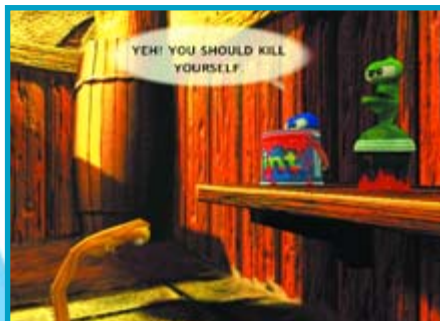
Shimmy down the drainpipes and return to Jack's yard. Directly opposite, there's a raised platform surrounded by fencing. Use a combination of crouch-jump and helicopter tail to clamber up, then follow the pathway to the left. There's an Odd Little Armored Imp guarding the barn entrance. Give him a good clobbering, then wander inside.



There's a shifty bunch of bouncing haystacks shunting through the gloom. Unfortunately, after Conker endears himself with his usual grace and charm, the door slams shut, and the barn boys hop into action. Meanwhile, a cluster of vocal yokels yaks away in the shadows, vying for extermination duties after their unexpected rodent infestation. When the chatter subsides, march over to the rear, right-hand corner of the barn and get smart with the foul-mouthed threesome.



Franky the Pitchfork gives chase soon after, so prepare to dive out the way of his prongs. While the force of Franky's fork merely pokes you a few new holes if you get in his way, it happily disintegrates the hoodlum haystacks. Run up close to attract Franky's attention, then scuttle toward a haystack of your choice. As Franky prepares his two-pronged pounce, leap into the air and hover over the stack using your helicopter tail. One good thrust from Franky, and the straw is no more.



Once the barn is clear of rampant hay, Franky waddles back to his wall in defeat. Several harsh words later and he's hanging from the rafters with a noose around his neck, ready to snuff out his existence. Unfortunately, without any windpipe to speak of, he's left dangling, alive and wriggling. Leave the boys to their bickering and scamper back to the barn doors. Turn around and scan the





## BFD: BARN BOYS

opposite wall. There's a lever in the left-hand corner, so mosey over, crouch-jump up to grab hold, then shimmy out into the sunshine. Back inside, the mighty Haybot makes his entrance, but there're two sturdy doors between you and him, so leave him be for now.



### Part 3: Sunny Days



King Bee lies shaken in a ditch outside the barn entrance, having been tossed from his hiding spot during the commotion earlier. Wander up and endure his self-pitying spiel. It turns out there's a sunflower nearby with a pair of hefty hooters, and the king's eager to sink into her stamen. She needs perking up a bit if Conker wants his cash though.

When you're done talking, head up the ramp to the left and cross over the circle occupied by the leaping crate. There's a gap in the fence opposite, so scurry through and chomp on the chocolate. Follow the ledge along, immobilizing the Imp as you go, until you reach the king's bashful beauty. Conker exercises his powers of female persuasion and discovers that the little lady's prone to ticklishness.



### Bee Location 1: Round, Wooden Platform



Backtrack to the hopping crate's circular enclosure and stroll up to the bees swarming above the central mound. Instead of stinging Conker's eyeballs out, the fuzzy fellows dive in for a bout of hardcore tickling. Being the scholarly squirrel that he is, Conker puts two and two together and comes up with four. Well, probably three, but who's counting?



It's time to introduce the ticklish bees to our lovely, leafy lady friend. Skip back over to her alcove, making sure you don't lose your buzzing bounty by dashing too far ahead. On arrival, the bees get to work on the sunflower. Her petals prick up in approval, but not enough to pop those knockers out just yet.





### ❑ Bee Location 2: The End is the Beginning



Charge down the incline to the sunflower's right, brandishing your bat and busting some Imp heads as you go. As you reach the level entrance, pull back on **Ⓐ** to peer into the sky—you should spot a second swarm circling high above nearby. Trundle over to attract the tickly terrors' attention then guide them back to the sunflower for an even more revealing glimpse of cleavage.

### ❑ Bee Location 3: On the Roof



Swarm number three resides high up on the roof of the barn. Travel back to Jack's yard, then scramble up the boxes and shimmy along the drainpipes as before. Hop over to the straw overhang from earlier, then take a right and proceed to the end of the red platform where the next bunch of tickle-happy critters awaits.



*Look toward the ground and search out the wooden crate leaning around the circular enclosure below. You can now drop off the end of the roof in this direction and land safely on the open trapdoor conveniently vacated by King Bee after the hay fight earlier. From here, it's a quick plunge to ground level, and you don't lose any of your precious chocolates on impact. This should take the hassle out of reaching solid earth from now on, so no more unnecessary drainpipe scrambling.*



Guide the bees over to the sultry sunflower and drop them off as before. She's definitely perking up now.

### ❑ Bee Location 4: Back to the Corral



Follow the path leading past the big barn doors until you reach the Cheese Corral a little to the right. Hop over the gate and scurry toward the next swarm





## BFD: BARN BOYS

of bees, buzzing around in the center of the cheesy clearing. Once your fur fixates them, shovel the bees back in the direction of the sunflower, ready to buzz around her boobies.



the barn doors. Face right and look down into the ravine below. Once the coast is clear of meandering Imps, leap down and activate your helicopter tail midway to avoid a painful landing. Swipe the bees loitering by the nearby grate then scamper along the ditch, bludgeoning the two Odd Little Armored Imps with your bat. At the junction, take a right, avoid a pounding from the crashing boxes and skirt past the Cheese Corral. From here, scurry past the barn doors and proceed to your final flowery destination.



### Bee Location 5: That's Just Grate



To reach the final batch of bees, return to the little incline leading up toward



The last batch of bees is just too much for our botanical beauty, and she's finally ready to bloom. As she reaches for the sky, all modesty is forgotten, and her bulbous, bouncy bounty is displayed to the world. At the sight of his honey's hooters, King Bee can't control himself and swoops in for a good, hard pollinating. Gamers of a nervous disposition might want to look away now.

After the filthy display of X-rated exhibitionism, the insatiable sunflower offers Conker a ride. Crouch-jump onto her jugs, then bounce into the air. Use your helicopter tail to reach the ledge overhead and stash the yammering bundle of cash.





### Part 4: Barry & Co.



Return to the circular enclosure with the jumping wooden crate. As soon as it grinds to a halt alongside the barn wall, crouch-jump onto its back, then repeat to hop onto the open trapdoor directly above. Swagger through the nearby opening, straight into the shadowy gloom of the barn loft.



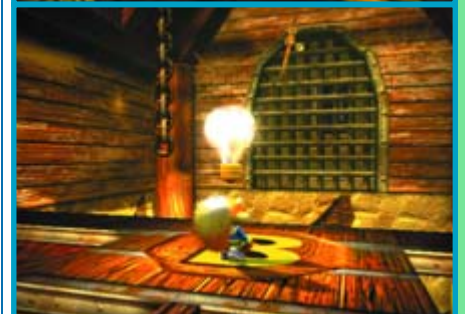
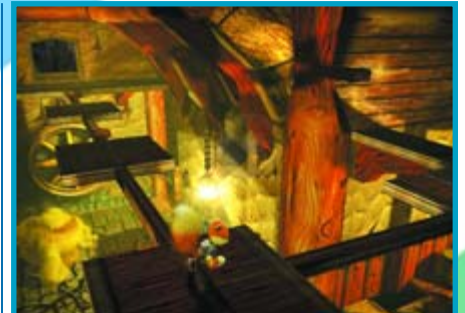
There's a bunch of bats hanging from the rafters inside, waiting to terrorize Conker as he traverses the upper level. Approach the first beam and slowly start your trek across. As soon as the light bulb appears over Conker's head, hit **B** to brandish your blowtorch. Squeeze **B** whenever you're on a narrow beam to squirt flames of death at the airborne menaces as they nosedive, turning them into bat fricassee.

### CAUTION

*If you accidentally plunge to the cold, hard floor below, the impact is enough to knock off a couple of chocolates. You'll also have to vacate the barn through the doors and scuttle all the way back around and up through the side entrance to reach the rafters again. This can be a pain in the butt, so tiptoe across the beams. You might teeter, but you won't topple.*

### TIP

*Click **R** during your tightrope act to switch to the zoomed-out camera. This offers a much better perspective to accomplish your airborne shenanigans without having to grapple with the default behind-Conker view, which can obscure your precarious progress in this instance.*



Round the corner and continue your balancing act through the rafters until you reach the Context Sensitive Button on the final platform. Hit **B** to switch to an over-the-shoulder view and prepare to try your hand at knife throwing. Cast your eyes upward and hunt out Franky the Pitchfork, still dangling uselessly from his noose. Aim the onscreen crosshair at the rope above his head and repeatedly hit **R** to launch a cavalcade of cutlery in its





## BFD: BARN BOYS

direction. A successful strike sends Franky plummeting back to earth, much to the dismay of his barn buddies. Jump and helicopter tail down to join him and rejoice as you gain a new best friend.

### Part 5: Buff You

Now it's time to penetrate the mighty Haybot's defenses with Franky's dual-pronged power prod. Stroll up to Franky, and Conker automatically clambers on. With Franky under your control, pressing **A** sends the pair rocketing into the air while **B** causes Franky to upend and thrust his pointy bits forcefully across the room.



Hop over to Haybot as he clanks aimlessly around the barn and line up behind him. The psychotic straw pile's only weak spot is his tender derrière. Ram Franky's prongs up there three times to cause a massive mechanical meltdown.

**TIP**

*When chasing Haybot, always stick firmly to his rear. Get too close when he's facing you, and he'll fist-swipe you clean off Franky's back, depriving you of one chocolate piece in the process. If this happens, scurry out of Haybot's path before he can get another slug in—Franky will automatically hop over, ready to remount. Don't forget there's a lump of chocolate hovering either side of the barn doors. These reappear after a time, so be sure to chow down whenever your health gets low.*



### Part 6: Haybot Wars



Our kooky twosome takes a tumble down into the depths after sticking it to Haybot. Unfortunately, the mechanical monstrosity isn't quite finished yet—he's shaken off his straw for one final showdown. As he emerges from the flames, hop onto Franky and immediately leave the raised central circle for the somewhat safer outer edges of the room.

**NOTE**

*Haybot's two main attacks are his fist swipe, from the previous battle, and a hefty body stomp that comes into play once his arms have been obliterated. However, as Haybot never leaves his central perch, you only have to worry about his Suzie 9mm rocket launchers if you stand clear.*





### CAUTION

If the rampaging robot manages a direct hit, Conker immediately loses his grip on Franky. This time, however, Conker's dodgy ankle makes escape slow and extremely difficult. It's vital you remain out of reach; otherwise, Haybot will pile on the damage until you're nothing but pulverized squirrel meat.



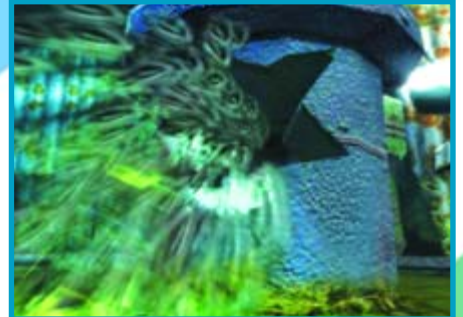
Spring around the outskirts of the area until you're safely concealed behind one of the three large pipes. When Haybot fires a Suzie 9mm in your direction, the rocket smashes headlong into the metal, rupturing the pipe and causing a torrent of water to slosh out. Poke your head around the side, and Haybot stomps over.



The combination of gushing liquid and fizzing overhead electricity cables shorts Haybot's circuits momentarily, giving you the chance to spring back into the central arena. There's a big, red button on his back, so close in and wait for him to turn around. Immediately launch into the air and hit **B** as the light bulb appears above Conker's head. A successful strike lops off one of Haybot's limbs. Repeat the process using the two remaining water pipes, and the clanking klutz will bust his insides like microwaved rodent.

### Part 7: Frying Tonight

After Conker works his magic on Franky's splintered shaft, he hops off and lands waist deep in the rapidly rising water. Do a quick recon of the area and locate the pipe with the "Exit" signs nearby. Doggy paddle to the rear and hoist yourself up the ladder.



### NOTE

Speed is of the essence during this section of the level. It's vital you scamper to safety before the water engulfs you. If you're still afloat when the water comes into contact with the dangling electricity cables, Conker's in for the shock of his life—literally.





## BFD: BARN BOYS

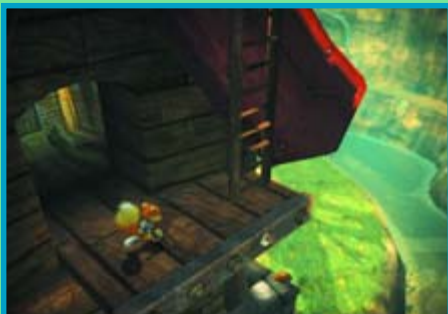


At the top, scramble to the left and slam **B** as you reach the Context Sensitive Button. Once again, Conker whips out the silverware, and the camera switches to an over-the-shoulder view. Toss a blade at each of the three lowest wires to sever the connection and prevent Conker from getting roasted when the water begins to rise again. Quickly plunge into the murky depths and splash over to the ladder opposite you.

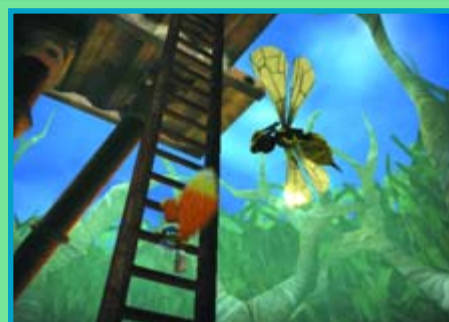


At the top of the tower, hop onto the mound and activate the next Context Sensitive Button. Once again, sling a knife at the remaining cables to avoid being fried. As the last valve bursts, take to the water one more time and swim toward the exit passage. Leap onto dry land and mosey down the corridor. Through the door, you come face to frock with an Odd Little Monk. Park yourself on his scroll and get ready for a sudden vertical departure. As you touch down on the upper level, stuff your face with chocolate, swipe the swag, and amble out into daylight.

### Part 8: Slam Dunk



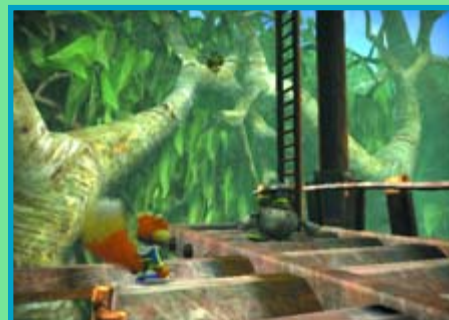
You emerge on a platform way up on the roof of the barn, overlooking the tunnel back to Windy valley. Get ready for a serious climb as you ascend to the very top of the water tower. Take a right and start clambering up the first of three enormous ladders. As you reach the next platform and the stench of farm life leaves your nostrils, grind to an immediate halt.



Slowly resume your trek until you spot the angry wasp hovering back and forth above your head. Come to a stop again a rung or two beneath its path. To avoid being stung, wait until it's directly in front of the ladder, flapping rightward, then scramble up as fast as you can—this should provide a long enough gap to thunder past unscathed.

### CAUTION

*Whatever you do, don't fall off any of the ladders on your way to the uppermost platform. Unless you're very lucky and have complete mastery of your helicopter tail, you won't be able to grab hold of anything to save you on your long plummet back to earth.*

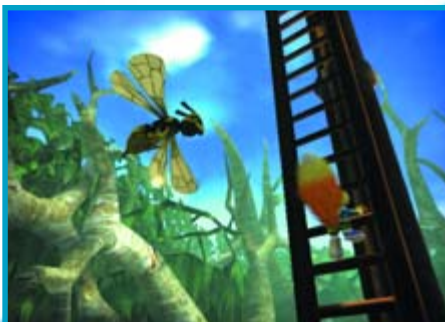


Drag yourself up to the next platform and take a breather. Watch out for the Odd Little Armored Imp, though, and

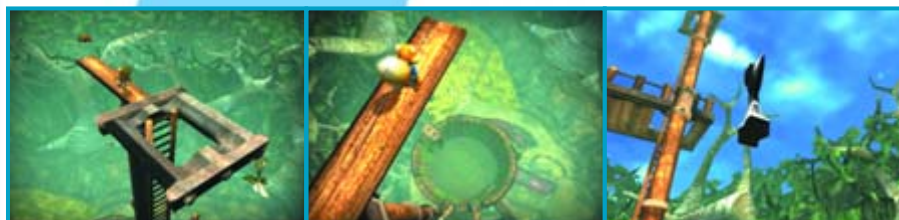
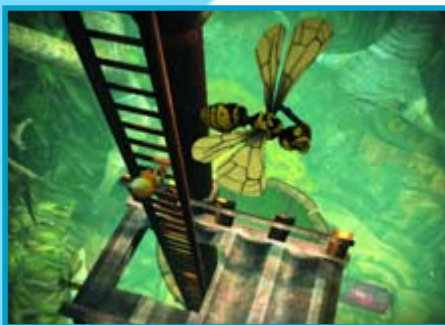




splat him with your bat as quickly as possible to avoid getting knocked off the platform. Once he's properly pureed, scrabble up the next ladder to the left—use the same method as before to dodge the wasp you encounter.



Scoot past platform three and pause again as the next wasp comes into view. This one has a slightly more complex flight pattern but is actually much easier to avoid if you know what you're doing. The wasp flies to the right, then climbs diagonally upward to the left. From here, it buzzes right again and restarts its journey after a short diagonal drop to the left. Hold tight until it hits the lowest part of its travels and begins moving right. The second it passes overhead, begin scrambling upward until you're well clear of danger—you shouldn't need to stop once.



At the summit, swing off the ladder and teeter over to the diving platform. Scoff some chocolate, then carefully shuffle to the end. The water tower is somewhere below you now. Take a running jump off the end of the plank and into the cool, fresh air. Don't get too comfy though—as soon as the light bulb pings on over Conker's head, slam **B** and watch as he miraculously turns into an anvil, crashing into the empty pool completely unscathed.



The impact opens the grate blocking the tunnel containing a Tail Thingy and cash wad back on the ground. Clamber out of the pool, using the nearby ladder. Next, skirt around the rim to the right and slip down the ladder leading to the barn roof. From here, swing left and scuttle down to the red platform from earlier. Drop off the end to the ground.



Back down in the circular enclosure with the hopping crate, peer over the fence and locate the stream running below. Splash on in and swim toward the tunnel nearby. Inside, deal with the demonic dolls and hoist the dangling tail from the wall for one extra life. Strut along the passage and stuff the final wad of cash into your pants.



Now it's time to turn your tush on the barn boys, so skedaddle over to the entrance tunnel and hightail it back to Windy valley. After all that, you'll never look at a flowerbed the same way again.





## BFD: SLOPRANO

# BFD: SLOPRANO

### THE NUTTY GRITTY

After the bedlam back at the barn, it's time to return to the tranquillity of Windy. While you're there, why not cast your eyes on the lush greenery and gently trickling waters, then soak up that bright sunshine. You might also want to take one last gulp of fresh air—there won't be much around but eye-watering butt gas and a cornucopia of corn-riddle crap for the foreseeable future.

Poo Mountain is a scatologist's dream come true. You shunt poo balls around slippery fields of oozing sewage, cram prune juice into a bevy of bovine beauties to create a torrent of turds, and fight face-to-feces with a giant opera-singing poo. More importantly, though, Conker loses his water wings and takes to the dungy depths. You need full mastery of Conker's swimming skills in later levels, so it pays to practice now, even if it does mean plunging headfirst into butt gravy.



### CHECKLIST: SLOPRANO

- 1 Strap on your gas mask and head to Poo Mountain
- 2 Enter the Poo Cabin and strike a deal with the Dung Beetle
- 3 Plop through the trapdoor and make like Tarzan over the pulsating pit of poo
- 4 Infiltrate Buggerlugs's enclosure and exchange pleasantries
- 5 Scramble up the vat of prune juice, dodging marauding balls of muck
- 6 Unscrew the faucet and deposit waves of purple prune juice into the trough below
- 7 Lure Buggerlugs the bull headlong into the target and release Daisy the cow from her shed

#### What in the world...

- Starting Point
- Ball of Poo
- Ceiling Poo Splat
- Chocolate
- Context Sensitive Button
- Dung Beetle
- King Dung Beetle
- Odd Little Armored Imp
- Sloprano Hand pop-up spot
- Sloprano pop-up spot
- Stack of Cash
- Sweet Corn
- Tail Thingy
- Toilet Chain
- Torch







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- Sweet Corn
- Tail Thingy
- Toilet Chain
- Torch

- 8** Jam Buggerlugs's horns into target number two and hop on his back for some serious bull-wrangling action
- 9** Shunt grazing Daisy up the rear to goad her into guzzling the prune juice
- 10** Ram Daisy while she squats out manure and turn her into steak cutlets
- 11** Repeat the whole messy process with Mavis and Olive
- 12** Slink back to the sewage pipe and plunge into the plop
- 13** Collect the Tail Thingy and abuse the Context Sensitive Button for a confidence boost





## BFD: SLOPRANO

- 14 Dive into the dung and collect the cash along the passage
- 15 Surface in the Poo Cabin and head outside to collect your reward
- 16 Clear the gully of Odd Little Armored Imps and shove a poo ball over the edge to flatten the Imp below
- 17 Push another nugget along the upper path and give the snoozing Dung Beetle some thing to chew on
- 18 Roll more slop up the lower path and send it tumbling through Poo Mountain's interior
- 19 Hop onto the poo-stained peak to stash some more cash
- 20 Head through the broken blockade into the heart of Poo Cavern
- 21 Quake at the Dung Beetle's harrowing tale of the mighty poo monster
- 22 Clobber corn kernels and flick them to their doom in the central slop pit
- 23 Lob toilet paper into Sloprano's gaping maw during his songs
- 24 Pocket the \$100 trapped behind the glass and flush the Great Mighty Poo down into the bowels of the earth
- 25 Plunge into the sewage-smeared toilet and return to the Poo Cabin

**Total cash prize: \$300**

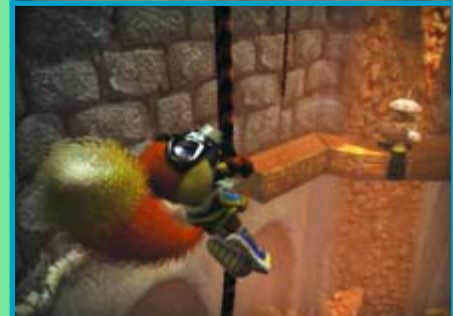
### Part 1: Poo Cabin



Immediately on exiting the tunnel leading to the barn, take a right and slip through the gateway to Poo Mountain. On Conker's first visit, the stench of soiled pants is so great, a gas mask is in order. Once the squirrel is suitably attired, march through the door into Poo Cabin, directly opposite.

**NOTE** *The plethora of poo might put you off chocolate milk for life, but it does have one redeeming quality. No matter how far you fall, Conker doesn't take damage on impact, providing he squelches down in the brown stuff.*

After some chitchat with the Dung Beetle proprietor, Conker's offered his very own ball of poo to roll around for his amusement. The trouble is the Dung Beetle's suffering from a poo shortage. You're going to have to go rattle some cattle if you want some of that juicy poo.



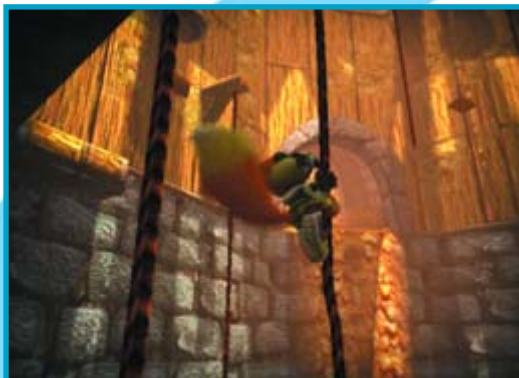
Hop onto the trapdoor to the left of the counter and hit **B** to plummet to the poo below. Take out your bat and deal with the two Odd Little Armored





Imps as you move down the corridor. Approach the ledge at the end carefully—tumble off and Conker is deposited back at the Poo Cabin. There's a handy rope dangling above the poo pit, close to the ledge. Leap toward it and Conker automatically clings for dear life.

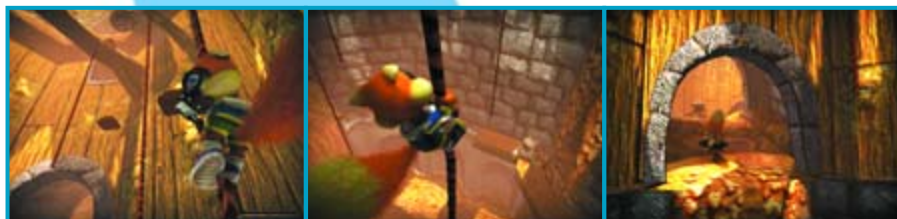
Practice using **○** to shimmy up and down the rope, then start scrambling up until you spot a shorter cord hanging close by, almost immediately opposite. Point **○** in its direction, then prod **A** to loosen your grip and propel safely over. Next, gaze to the left to spot another rope in the distance. Use the same trick to disengage yourself from your current perch, then helicopter tail to make up the remaining distance to your goal.



From here, cast a glance to the left and locate the small, wooden ledge currently occupied by another Imp. Leap and helicopter tail over as the Imp treks to the far end of the platform, scoffing the chocolate as you do. Then quickly batter him into submission before he whips out his spikes. Wander along the beam until you reach the middle, then clutch onto the rope nearby. This time, scurry downward, then helicopter to the cord on the right, dangling within guzzling distance of another chocolaty treat.

### NOTE

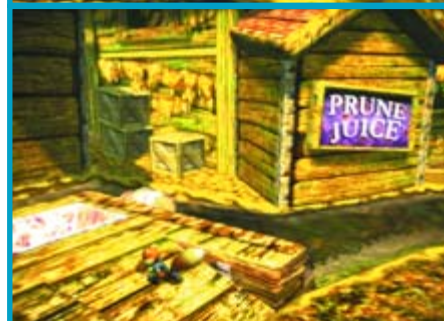
*Instead of heading toward the Imp-infested platform above, you can flap straight over to this rope from your initial perch, skipping the upper level completely. However, there are some nice, juicy slabs of chocolate up there, so consider your current condition before embarking on your Tarzan antics.*



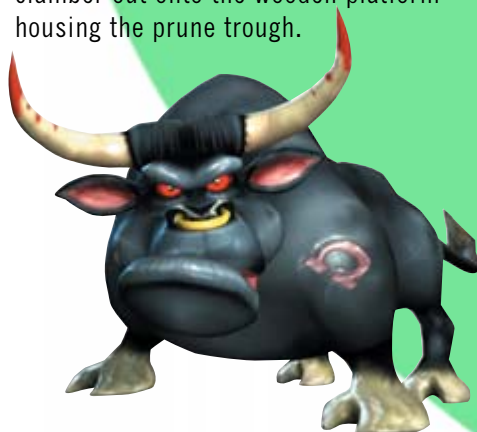
Hoist yourself up the rope, face right and grip onto the next cord, downing more sticky chocolate as you do. There's one last chord to navigate, so launch

over, grabbing more nourishment on the way. It's an easy jump from here to the spewing effluent duct, so helicopter into the opening. Follow the flowing putrid path and eradicate the Imps with a skilful bat swing. Scale the slop slope and stumble out into the poo-free air.

## Part 2: Pruned



After a frenzied exchange of grunts with Buggerlugs the bull, Conker is free to explore the Poo Paddock and get to work cultivating some crap. Make a left and splash into the stream. Have a little paddle, then clamber out onto the wooden platform housing the prune trough.







## BFD: SLOPRANO

### CAUTION

*Where possible, try to avoid straying into the central arena. Buggerlugs is more than happy to rip you a new butt hole if you get on the wrong side of his horns. Unfortunately, the bull is impervious to your weapons, so your only option, if he starts to charge, is to run like you've got the squirts.*



The vat of prune juice looms tantalizingly to the rear of the trough. To free the lovely purple nectar, though, a detour is in order. Look to the left and you should spot three barrels on the opposite bank. Helicopter over, then hang back and watch the giant balls of dung tumble off the nearby roof. As soon as one strikes the wall in an explosion of excrement, crouch-jump onto the roof and sidle up to the wall ahead. Another high-speed poo ball careens past, so quickly jump onto the ledge above and race up the ramp, pausing as you reach the far ledge to the left. Once again, more hurtling turds are on the way. This time, wait for two poo balls to tumble by in quick succession, then hop onto the ledge and speedily mount the roof to the right, away from the cascading crap.



Turn around and scrutinize the platform opposite you. The bouncing butt batter materializes just above, so speed is essential if you don't want to end up with a brown bonnet. There's a pattern to the plop—two nuggets appear and fall straight off the front of the platform while another two roll to the side. As soon as the side-rollers evacuate, helicopter tail to the platform and *immediately* hug the wall—the poo passes straight over your head if you do it right. Quickly move forward, then

crouch-jump and helicopter tail onto the massive keg of prune juice. Finally, swagger to the end of the barrel and hop onto the giant, metallic faucet.



Luckily, there's a large, white arrow curling to the left on top of the faucet, indicating what you should do next. Start rotating ⌚ clockwise so that Conker dashes around in circles, and the faucet unscrews, spewing gallons of fruity bowel cleanser into the trough below. Retrace your steps to ground level, skipping with carefree abandon over the now poo-free rooftops.

### Part 3: Yee Ha!





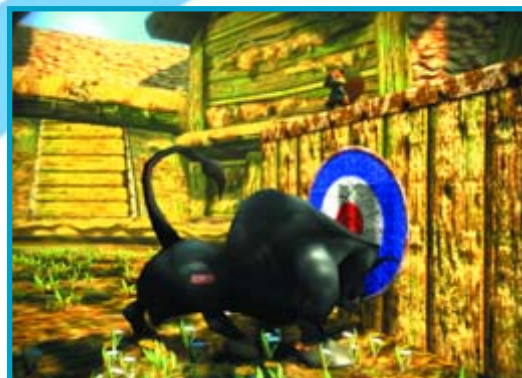


At the same time the prune juice tumbles from the heavens, a huge, round target springs out from one of the cowsheds circling the central arena. Your next task is to play matador and coax your angry bovine friend into scoring a literal bull's eye. Jump onto the central island and quickly dash in front of the target. As the mariachi band strikes up a stirring rhythm, crouch and wait for the bull to let out a mighty moo. This indicates he's about to start charging in your direction, so quickly leap into the air and helicopter tail as Buggerlugs scores a direct hit beneath you.



Strike successfully, and Daisy the cow ambles down from her shed along the newly formed gangplank. Additionally, a second target springs up

on the opposite side of the paddock—looks like Conker's bull-baiting days aren't quite over yet. Once again, hastily approach the target. This time, however, crouch-jump up and perch *on top*—Buggerlugs still rampages toward you but can't skewer you like squirrel kebab.

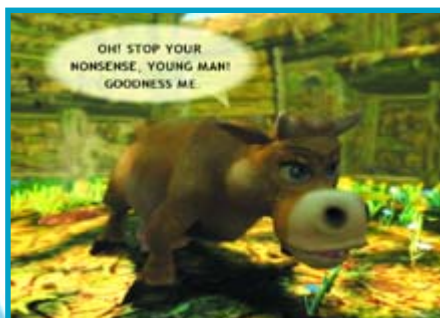


The force of the bull's thrust wedges him fast. You've got about five seconds before he yanks himself free, so quickly drop onto his back. Now you've hitched a wild ride, so it's vital you keep your charge under control—make sure you keep **Ⓢ** constantly pushed in any direction, and Buggerlugs does your bidding.



### CAUTION

Let go of **Ⓢ**, and the bull flails about, furiously trying to toss you off. What's more, lose control, and he also tries to charge toward the edge of the island. If this happens, you'll be bucked off his back and out into the water, losing a chunk of chocolate in the process.



Still straddling Buggerlugs, it's time to cajole some cows. Shunt your steed around so that he's pointing directly toward Daisy, who's chowing down somewhere nearby. Next, hold **Ⓢ**, and the beast stomps the earth momentarily before hurtling straight ahead. If all goes well, you should ram Daisy's rump, causing her to lose interest in her lunch and wander over to the shimmering trough of prune juice.





## BFD: SLOPRANO

### CAUTION

*Before unleashing Buggerlugs's charge attack, make sure you're as far away from your target as possible—ideally at the opposite end of the arena. This gives you some room to maneuver if your trajectory is skewed—misalign your attack and you'll end up thundering straight past Daisy and right to the edge of the island, where you'll be flung violently to the ground. If this happens, you'll need to mount the target again and start the process over.*



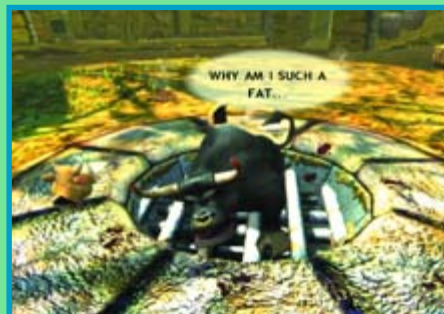
After guzzling down the prune juice, Daisy starts to feel a bit funny in the bowel department. The rapidly mounting symphony of colon grumbles quickly reaches a crescendo, sending the cow fleeing in wide-eyed terror toward the poo chute in the center of Buggerlugs's paddock. Moments later, Daisy squats and unleashes a veritable geyser of poo.



There's only so much poo one cow can make, though. You're going to need a replacement pretty quickly if you want the dung tunnel brimming with butt gravy any time soon. Still on Buggerlugs's back, steer him around to face Daisy (who continues pumping mud) and let rip with another charge attack. Aim correctly, and spare ribs are definitely on the menu tonight.

With Daisy out of the way, Buggerlugs slings you to the ground, ready to start the whole fudge-making process over again. As before, hunt out the large target close to the water's edge and goad the bull over at top speed. A hit causes flap number two to drop down from the cow shed, and Mavis saunters to the slaughter. Use the next target to mount Buggerlugs and shunt her over to the

juice. After the cow's poo pipe starts complaining, she squats over the central grating, ready for one final rear-end ramming from Conker and co.



Horror of horrors—there's *still* not enough butt custard in the tank. Bother one last bovine, by repeating the process over, and you've got more than enough of the brown, lumpy stuff. After Olive's untimely demise, Buggerlugs finds himself balanced precariously over the grating covering the turd tank. Alas, his excess weight is too much to bear, and the bull plunges downward, coming to a very stinky end.





### Part 4: Sewage Sucks



It's almost time for Conker to claim his well-earned poo balls. Head back the way you entered the area and slink down into the sewers, now affluent with effluent. As you plunge into the first pool of plop, you spot a Context Sensitive Button to the left and the original passageway to the right. Paddle to the right and into the next room. There's a beam directly ahead sporting a life-granting Tail Thingy. Swipe it, then return to the Context Sensitive Button. Clamber up and stab **B** to chow down some Confidence Pills—you won't be needing need those water wings anymore.

#### NOTE

Conker now has the ability to swim properly, rather than just float about and paddle. The controls for underwater acrobatics can seem a little daunting at first, so take a moment to practice in the poo. Bob on the surface and push **B** to dive down into the depths. Once submerged, **A** sinks you lower and **B** brings you back up. However, it's much easier to control your position using **L** to move and **R** to aim the camera in the direction you want to travel.



#### NOTE

Despite his incredible resistance to poo, Conker still hasn't mastered the ability to breathe in the brown stuff. In fact, you've got a limited oxygen supply anytime you're underwater. Watch Conker's face in the upper-right corner of the screen while swimming to check how much air's left in his lungs. As the oxygen slowly depletes, Conker's cheeks bulge, and his eyes roll back in his head. Make sure you return to the surface and gasp another mouthful before he turns completely blue, or you'll be making a soggy trip back to Gregg the Grim Reaper.



Dive into the dung and sink to the bottom. Hunt out the doorway leading to the main sewer duct from earlier and swim through. Plunge downward past Buggerlugs's crap-encrusted carcass until you spot the opposite passage. Swim through and pass the first wooden column to the right. Immediately start your ascent and pop out of the plop into the small antechamber above. There's a little ledge nearby, sporting another stash of cash—help yourself and dive back into the grime. Continue along the corridor all the way to the end, then hit **B** to float up and out into the Poo Cabin.





## BFD: SLOPRANO

### Part 5: Great Balls of Poo



The proprietor of the Poo Cabin has vacated the premises by the time you emerge from the depths. Don't fret though—he's outside rolling your very own poo ball with all that freshly farmed feces. Leave the shack, and the Dung Beetle swoops down to present your prize.

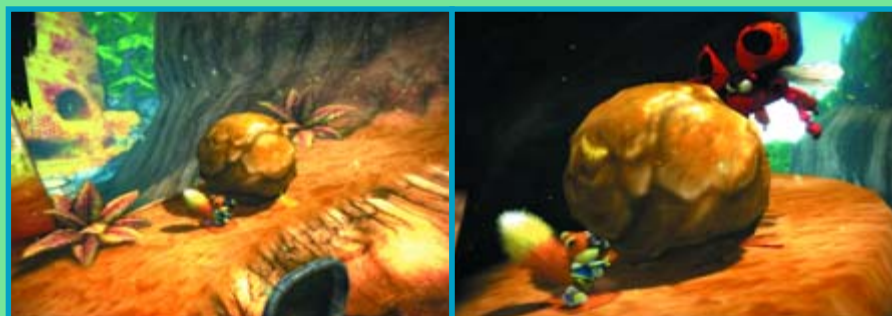
### NOTE

*Poo balls emerge from the hole on the left side of the Poo Cabin. You can only play with one at a time, but there's an infinite supply waiting to be wheeled about. You can't take poo balls out of the area into the rest of Windy, or they crumble to pieces. However, when this happens, a new poo ball pops out the side of the cabin, meaning that you'll always get another attempt if your nutty nugget goes AWOL.*

You need three poo balls to complete the tasks at hand, but first it's a good idea to clear the area of Imps with a few good swings of the bat. Beat the two nearest the cabin into submission, then swagger down the incline to the left, battering the bad guys as you go. At the end of the gulley there's a big sign warning "NO POOBALLS!" Well, rules are for wimps, right?



Head back to the shack and perch behind your poo ball. Start rolling it down the ramp, marvelling as it picks up more muck along the way. It's a pretty mighty ball of poo by the time you reach the ledge ahead, so push it over and watch as it crushes the Odd Little Armored Imp below.



Go grab yourself another lump of the stinky stuff and start rolling it around the back of Poo Cabin. To the right of the shack, you spot a pathway winding upward, around Poo Mountain, that's signposted "Upper." Start pushing your ball along the path, watching out for the two marauding Dung Beetles as you travel to the top.

### CAUTION

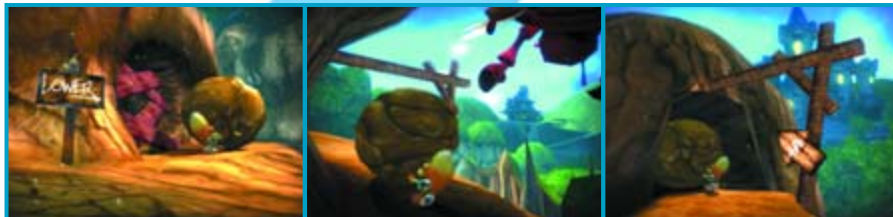
*Your steadily increasing ball of poo can make it tricky to spot the oncoming Dung Beetles as you trundle up the mountain. Roll on cautiously and backtrack if one starts to flap in your direction. Dung Beetles have a powerful, and unblockable, belly dive that knocks off two chocolate chunks and splats you messily into the muck. The only way to pass them safely is to wait till they touch down and park in the alcoves along the left-hand wall for a few seconds. As they do, reclaim your tumbling turd piece and hurry on by.*







Eventually, the pathway comes to an abrupt end. Keep pushing your poo ball and Conker stuffs a stick of dynamite into the massive brown glob. Why, you ask? Simple—there's a gigantic snoozing Dung Beetle blocking the lower route. Shove your sizzling sphere of slop over the ledge and watch as it thunders downward, straight into the insect's drooling mouth. A few seconds later and the obese obstacle is obliterated.



Next, amble back to the shack and scoop up another poo ball. This time, take the lower road up Poo Mountain—it runs to the left of the gulley you cleared of Imps earlier. Once again, steer the stinkball up the path, avoiding the four Dung Beetles, until you reach the peak. There's a handy sign at the top, pointing you in the direction of some cash, but first something needs to be done with that poo ball. Locate the gaping hole gouged out of the trickling dung to the left, then guide your load inside. The gargantuan mound of glop tumbles back down through the cavernous interior of Poo Mountain and smashes through the barricade blocking entry at the bottom.



Before scooting down to investigate, crouch-jump and helicopter tail up onto the wooden beam nearby. Then repeat to reach the summit of Poo Mountain—you might need a few attempts to get up, thanks to the slipperiness of the stuff you're trying to land on. Once you've made it, swipe the cash and scurry all the way back to ground level. As you near the bottom of the poo path, look out for the now-unblocked entrance on the right. Take one last glimpse of the sunshine, then mosey deep into the darkness.

### Part 6: Corn off the Cob



As you enter the expanse of Poo Cavern, a terrified Dung Beetle breathlessly relates the tale of the mysterious creature that stews in the poo and snacked on his friends, Tezza and Bazza. After the insect makes his speedy escape, scoot down the narrow walkway leading out over the sea of stench.

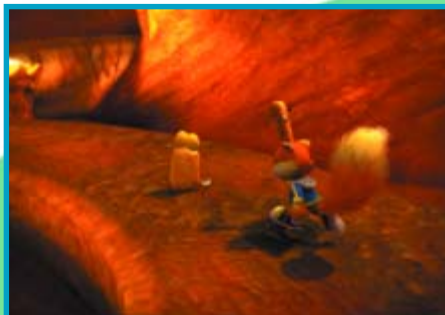
### CAUTION

*The brown gunk on either side of the walkway is the poo equivalent of quicksand. If you topple off your perch, you'll be sucked down into the sewage, losing a life in the process.*





## BFD: SLOPRANO



As the platform widens, the disembodied voice of the excremental entity booms out, ordering Conker to sling him some sweet corn. As with the cheese in the Cheese Corral earlier, brandish your bat and clobber the excitable sweet corn nearby to stun him momentarily—run over to get him in your clutches.

### CAUTION

Keep a close eye on the hole in the center of the platform as you set about catching the corn. A large, poo-covered hand periodically pops out of the sewage to squash Conker flat if you don't shift the rodent out of reach in time. Ordinarily, this costs you one slab of chocolate. However, if you've secured some sweet corn when you sustain a squishing, the corn scampers free as well, and you have to start over.



With the sweet corn in tow, hike up the nearby ledge jutting out across the swirling, brown muck in the center of the cavern. Conker automatically tosses the yellow fellow into the slop, where it meets a protracted and painful demise. Return to the circular walkway and make a right, past the inactive Context Sensitive Button. The pathway rises to form a bridge crossing the crap.

### CAUTION

From this point on, giant dollops of dung plummet from above, threatening to squash Conker flat if he gets in their way. To avoid becoming a poo pancake, keep an eye out for circular shadows appearing underfoot as gravity kicks in and scurry to safety.



To clear the gap in the center of the bridge without burning your bush, perform a *running* leap and activate your helicopter tail at the peak of your jump arc. Touch down on the other side and continue along the path. Shortly, you pass a second inactive Context Sensitive Button and reach a second circular platform. As before, crack your bat on the corn kernel and snatch it while avoiding the huge poo-coated hand in the center. Carry the corn up onto the nearby outcropping, pointing toward the central pool of poo, and toss it in.

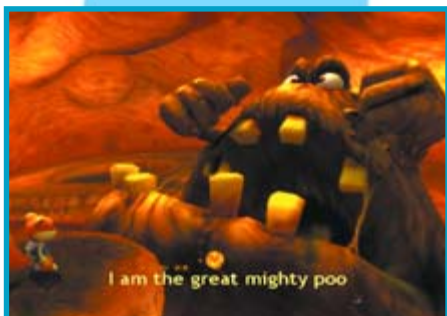






To reach the final kernel, return to the circular walkway and amble right. Follow the route as it arches up, then head straight at the junction. At the end of the path, grapple with the sweet corn, slinging it off the platform and into the poo.

### Part 7: Sweet Melody



As the last chunk of corn touches down, the surface of the slop begins to stir. In a deafening cascade of musical bluster, the Great Mighty Poo rises from the swirling dung to greet his audience. And then he begins to sing.

### Sing-along-a-S#!t-Bag!

Sure, the Great Mighty Poo's musical interlude appears onscreen while you play, but what if you feel like a recital in one of your quieter moments—perched on the john, for instance? Never fear, Prima's here. Ladies and gentlemen—Sloprano's Lament.

#### Verse One

I am the Great Mighty Poo  
And I'm going to throw my s#!\* at you.  
A huge supply of tish  
Comes from my chocolate starfish.  
How about some scat you little t&@\*?

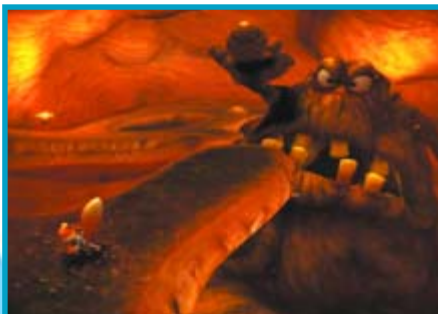
#### Verse Two

Do you really think you'll survive in here?  
You don't seem to know which creek you're in.  
Sweet corn is the only thing that makes it through my rear.  
How d'you think I keep this lovely grin?

#### Verse Three

Now I'm really getting rather mad,  
You're like a niggly tickly s#!\*\*y little tag nut.  
When I've knocked you out with all my bab  
I'm going to take your head and ram it up my butt.  
(Your butt?)  
My butt.  
(Your butt?)  
That's right, my butt.  
(Err...)  
My butt!  
(Err...)  
My buuuuuuuuuuuuuutt!!!!

(Oompah-oompah music to fade)



Once Sloprano finishes serenading you, he attempts to smother you with poo. He slings six balls of butt pudding at you in rapid succession, so stay on your toes and watch the ground for shadows as the missiles approach. Clamber onto the Context Sensitive Button nearby and hit **B** to acquire a ludicrously oversized roll of toilet paper.





## BFD: SLOPRANO



As soon as Sloprano's balls have been tossed, he starts singing arias. Now's your chance to literally wipe that smile off his face with a well-placed roll—take aim using **R** and squeeze **Y** to hurl one into his open maw.

### NOTE

*You need to be quick and aim accurately when launching toilet paper at Sloprano. After each musical grunt, he relocates to one of three locations around your current position. If you don't strike successfully before he's finished his vocal acrobatics, Sloprano clams up and starts dishing out the brown nuggets again.*



When Conker succeeds at stuffing a wad of paper down Sloprano's gullet, the Great Mighty Poo bursts forth with verse two of his lament. Shortly after, a giant blob of poo submerges your

Context Sensitive Button. Backtrack along the walkway to the second of the circular platforms and locate the next Context Sensitive Button. Repeat the whole dung-dodging, toilet paper-tossing process as before—this time, though, you need to cram two wads of paper into Sloprano's crapulent orifice, dodging additional poo balls between each strike.



Now I'm really getting rather mad.



After Sloprano spews out verse three, return to the very first circular platform, helicoptering over the gap in the bridge again to get there. Use the nearby Context Sensitive Button to snatch up the toilet paper and resume battle with your nutty nemesis. This time around you must clog Sloprano's windpipe three times. Unfortunately, the orchestra's upped the tempo, meaning you've got a much shorter window of opportunity to score a direct hit. Furthermore, Sloprano's much more mobile and flits between his three positions with maddening regularity.

### TIP

*Sloprano moves around so much during this final confrontation that it's almost impossible to successfully chuck toilet paper down his throat if you must constantly turn in his direction between each bout of poo flinging. It's much easier to select one of the positions Sloprano occupies up front and simply face one, waiting for him to appear.*



After you've hit Sloprano for the third time, he retreats to the center of the cavern, hits a ridiculously high note, and shatters the glass panel that's keeping

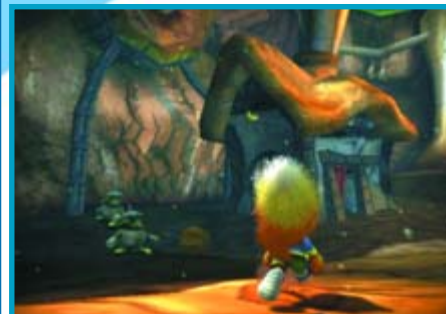




the cash from your clutches. Quickly head back along the walkway, leap over the gap, and climb the arching path beyond the second circular platform. The Great Mighty Poo continues slinging sludge as you travel, so don't loiter.



At the junction, make a left and stuff another hundred bucks in your wallet at the end. Finally, crouch-jump up and grab hold of the handle dangling high above your head. One flush later and some seriously streaky porcelain is all that remains of the Great Mighty Poo. After his demise, several platforms shunt around deep inside the toilet bowl, providing access along the U-bend to Uga Buga. However, the level is unreachable without the princely sum of \$1,000 in your pocket, so there's more adventuring to be done first.



Return to the first outcrop, beyond the bridge, and leap down onto the rusty rim below. Drop onto the freshly exposed platform and hurl yourself over edge and into the stinky blackness, emerging back at Poo Cabin. Stroll out into the sunshine and amble through the opposite opening, leading back to Windy. Don't get your hopes up just yet, though—this won't be the last time you feel that familiar squish underfoot.

## BFD: BATS TOWER

### THE NUTTY GRITTY

*Poo-fatigued adventurers should rejoice to hear that Bats Tower couldn't be less like the plop-riddled previous level. Don't be fooled, though—the cascading waterfalls, lush rolling greenery, and dilapidated masonry might look like a nice spot for a family picnic, but they hide some of the most foul-mouthed, alarming inhabitants you've yet to meet.*

*Alongside some preening Catfish and a psychotic snarling Bullfish, you encounter some cogs of an alternative persuasion, a couple of Fire Imps that give a whole new meaning to the phrase "taking a piss," and a robotic boiler with the biggest pair of bronze balls you've ever laid eyes on.*

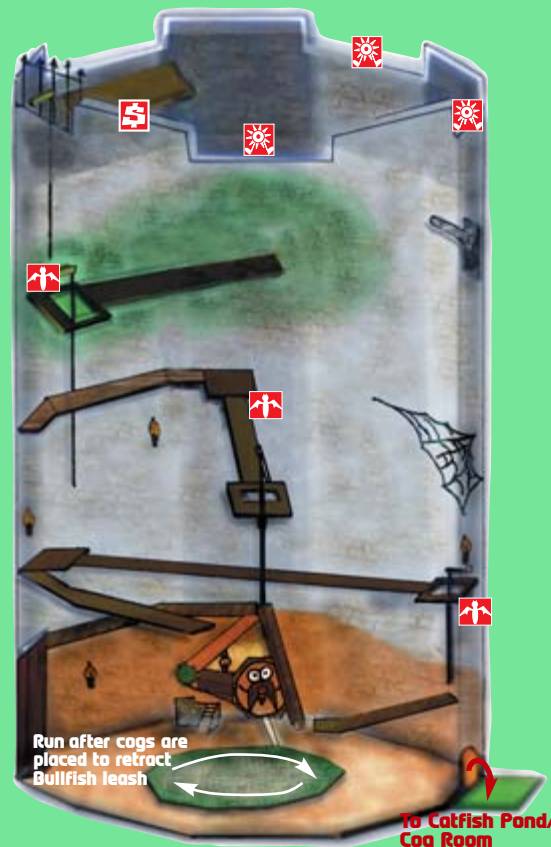


# BFD: BATS TOWER

Hopefully, you've mastered the helicopter tail maneuver by now, as you need precision spinning to scale the dizzying heights of Bats Tower without meeting a sudden end on the floor below. You also spend a lot of time in the water, right from the start. If you're still not comfortable with diving and splashing, take some time to practice before hitting Bats Tower. When you're slogging through the murky depths with a 10-ton chomping robot fish on your tail, you need all the skill you can muster.

## CHECKLIST: BATS TOWER

- 1 Shake off the poop and swim upstream to the stagnant pool
- 2 Stomp on the Context Sensitive Button, unclog the drain, and wave goodbye to the Imps
- 3 Dodge the whirlpool and enter Bats Tower
- 4 Chat with the haughty Catfish and shake on the terms of the vault heist
- 5 Avoid a gnashing from the Bullfish and dive through the underwater entrance
- 6 Say hello to Schizoid Cog —then say hello to Schizoid Cog
- 7 Scale the dizzy heights of Bats Tower and collect the cash on the battlements
- 8 Yank the lever to open the grate
- 9 Reintroduce the cowering Lady Cogs to their old schizoid chum
- 10 Retract the Bullfish's leash and help Schizoid Cog enjoy Mister Big Cog's protrusion
- 11 Escort the Aristocatfish to crack the safe combination
- 12 Toss a few nuts and open the blast doors

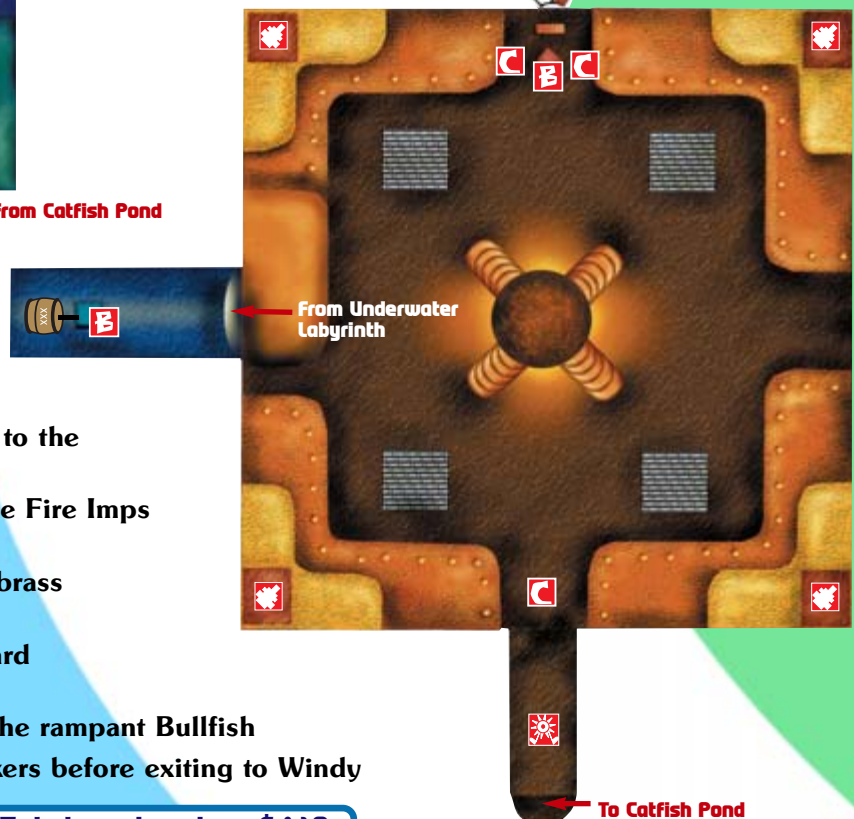
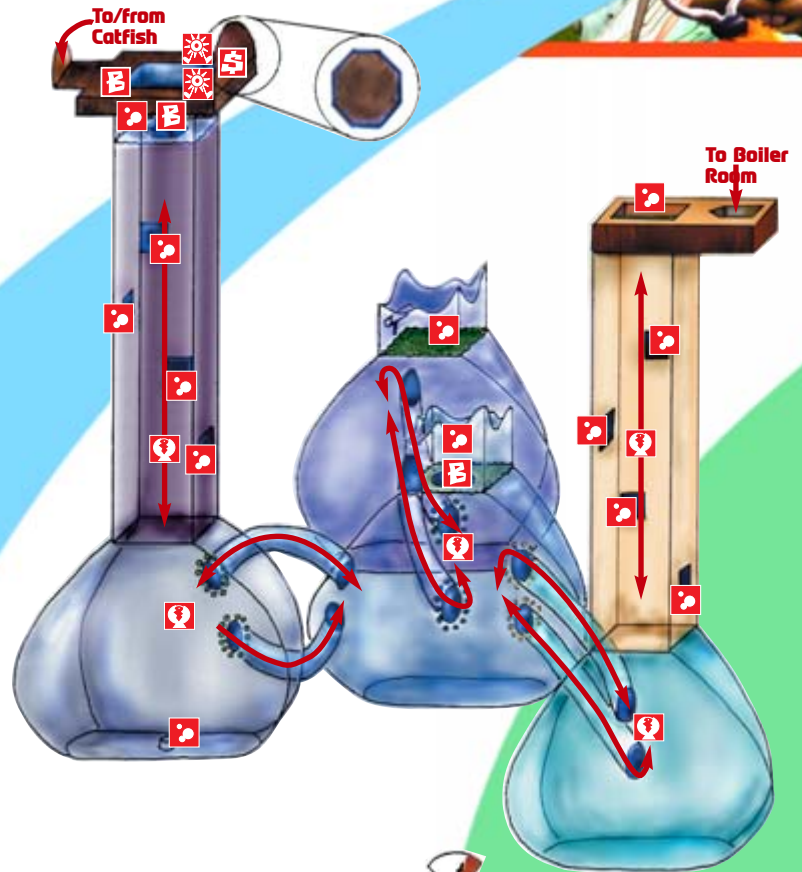
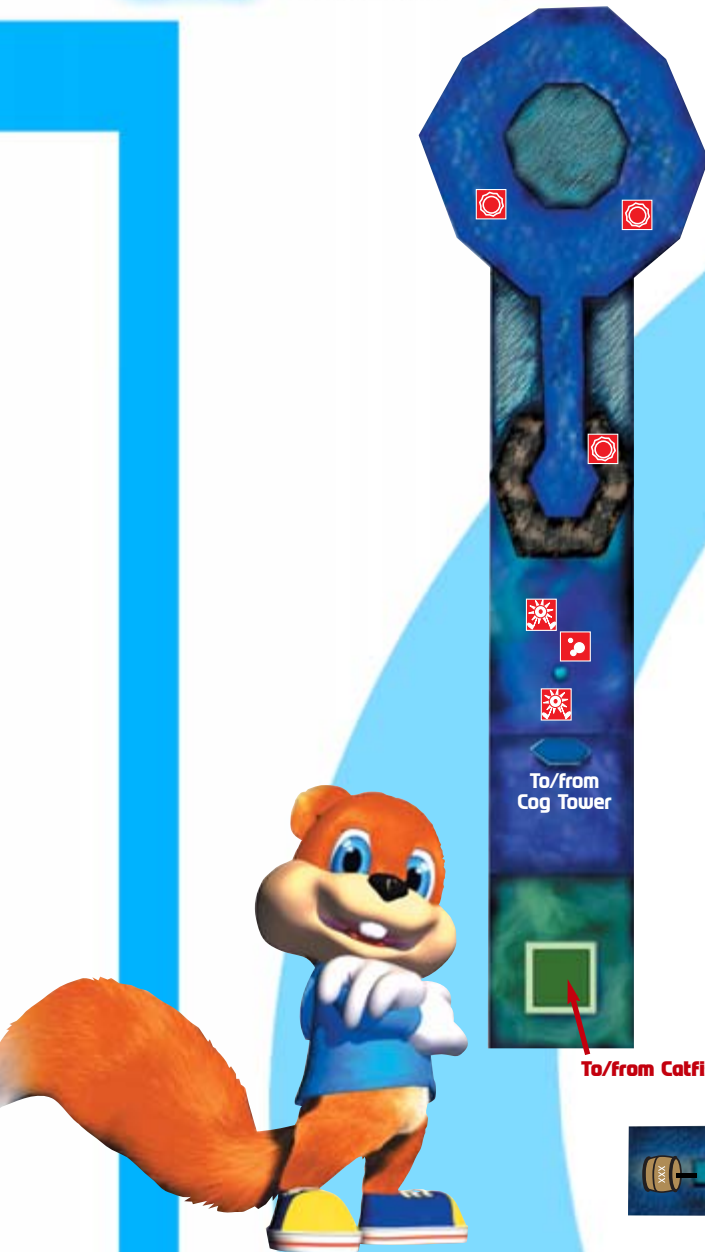


## What in the world...

- Starting Point
- Bullfish
- Chain Lever
- Chocolate
- Clang
- Cog
- Context Sensitive Button
- Location of Catfish (after completing Boiler Room)
- Odd Little Armored Imp
- Oxygen
- Perched Bat
- Stack of Cash
- Tail Thingy







- ❖ Sink to the depths and head to the Boiler Room
- ❖ Swig some beer and bless the Fire Imps with a golden shower
- ❖ Slam the blustering Boiler's brass balls clean off
- ❖ Attempt to reclaim your reward and pocket \$10
- ❖ Escape the snarling jaws of the rampant Bullfish
- ❖ Grab 300 crisp, green smackers before exiting to Windy

**Total cash prize: \$410**





# BFD: BATS TOWER

## Part 1: Mrs. Catfish



Back in Windy, saunter down the hillside to the flowing stream at the bottom. Dive in and start hopping upward, against the current, to the right. As you reach the basin of stagnant water, start splashing around counterclockwise until you reach the little wooden ledge nearby.

### CAUTION

*There's a couple of Odd Little Armored Imps doing the breaststroke around the pool, who are more than happy to stick a few holes in your fuzzy hide and sink you to the depths. Although the Imps circle 180 degrees apart, they break out of their routine and follow you around if you get too close. Once they've latched on, it's very hard to shake them off, thanks to their nimbleness—you'll most likely lose all your chocs before you can swim to the safety of the stream. To navigate the waters without incident, wait until the Imps are directly to the left and right (three o'clock and nine o'clock in the circle, if you prefer) and quickly start swimming around. This should give you plenty of time to reach the wooden platform unscathed.*



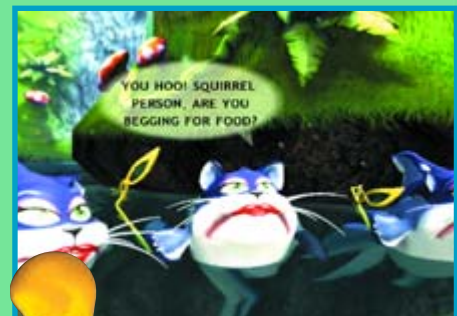
Up on the deck, move into the alcove and hop onto the button ahead. You might recognize this area from earlier. An Odd Little Armored Imp once guarded the alcove, until you dropped a humongous ball of crap on his head, that is. Press **B** when the light bulb appears overhead, and Conker slams down on the button, bursting open the drain and sending the Imps to their doom. Plunge

into the water again and continue clockwise to the stone steps. Clamber up and head through the passage.

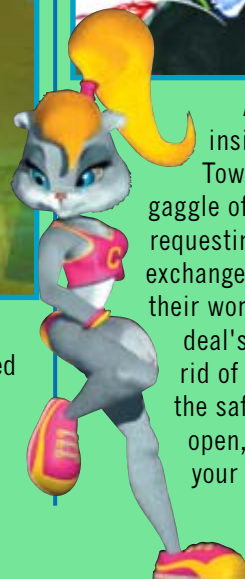


### CAUTION

*It goes without saying that what's bad for Imps is probably bad for squirrels. If you don't want to get sucked off the face of the earth like your spiky pals, avoid the whirlpool in the center of the pond at all costs.*



As soon as you step foot inside the ruins of Bats Tower, you're accosted by a gaggle of Aristocatfish, requesting your services in exchange for a 10 percent cut of their worldly belongings. The deal's simple enough—get rid of the Bullfish guarding the safe, and they'll crack it open, giving you access to your earnings.







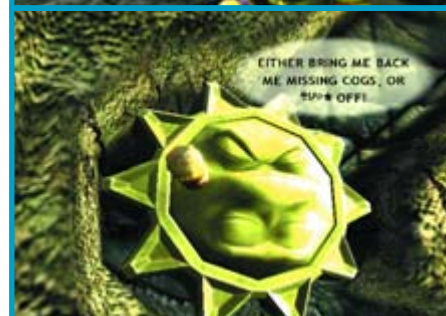
Hop into the water and travel along the moat. As you approach the first waterfall on the left, swim up and dive through to access a hidden passage housing some tasty chocolates and a Tail Thingy. Slosh back in and continue left until you encounter the clamped safe and its cranky canine guardian. Don't get too close to the Bullfish, unless you want permanent chomp marks embedded in your butt. His jaws can do two chocolates worth of damage, but thankfully he's on a tight leash.



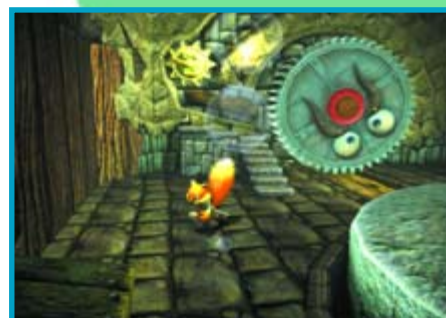
Hang back and look for the small, square opening below the surface nearby. Hit **B** to dive down and swim inside. Follow the underwater passage until you spot the metal grate ahead. From here, hold **B** to bob up to the surface and emerge at the foot of Bats Tower. Hike up the platform to the left and stroll inside.

## Part 2: Barry's Mate

There's a giant wheel in the center of the chamber connected to a suspiciously incomplete pulley system leading somewhere into the ceiling. The happy-looking chap with the handlebar moustache and strangely serene demeanor is none other than Mister Big Cog. You can take him for a spin by leaping on the wheel and running in the direction of the arrow. For the moment, though, it won't do you much good.



Clamber up the steps to Mister Big Cog's left and chat with his smaller friend. The Schizoid Cog is harboring two different personalities—a stone deaf, filth-spewing lout and a well-spoken, slightly foppish, gent who seems to take a bit too much of a liking to Conker. Regardless, both have a favor to ask of the squirrel—find and return the cranky cog's female friends so his other half can get some peace. All the lovely ladies have taken refuge in the watery passage beyond the submerged grate, though. You need to scramble to the top of the tower and yank the lever to open it.



Once the deal's been sealed, a platform sinks to the ground nearby, ready to be mounted. Hop on and whisk up into the rafters. On your arrival, the



## BFD: BATS TOWER

tower's batty inhabitants recognize you as the bastard who burned Barry to a crisp back at the barn, and they're not exactly overjoyed to see you. Just be thankful you never tossed out that blowtorch from earlier.



Start moving along the wooden walkway to the left, flattening the Odd Little Armored Imp as you go. You might want to crouch-jump and helicopter tail over his head to avoid getting stranded on the moving platform—it's tricky to batter him to a pulp when the floor keeps falling from under your feet.



Continue along the ledge and hop onto the beam running from one side of the tower to the next. To avoid losing your balance, walk slowly along and release **C** if Conker starts teetering precariously.

### CAUTION

*As you creep along the beams positioned all the way up the tower, Barry's bat friends swoop down and attempt to flap you off your perch. Look out for the light bulb pinging to life as you cross, and hit **B** to whip out your blowtorch to toast some more fur.*



On the other side of the beam, hop onto the ledge to the left and pulverize the waddling Imp. At the end of the platform, leap toward the dangling rope nearby and helicopter tail over for some added distance. Clamber up through the floor above and hop off the rope, ready to cross the narrow beam to the other side. Once again, take it slowly and whip out your blowtorch when another bat swoops in for a strike.



Wait for the Odd Little Armored Imp to move away from your position, then scurry forward onto the widening platform. Quickly shimmy along the ledge to the left and batter the Imp from behind before you're spotted and attacked. When you run out of ledge again, launch yourself over to the next rope and scale up to new heights. Repeat the whole process again on the next level and climb the rope to the final floor.



At the top, you should spot the lever that opens the grate below. Before giving it a yank, though, look up to the left to locate one final rope. Crouch-jump and helicopter over to cling on, then scurry up to the very top of the tower. When you hit





the beam above, look out for the nearby ledge and helicopter over. Hop onto the stonework and start hiking counter-clockwise along the battlements.

**TIP** You need to crouch-jump up to safely reach the raised stones around the tower. A standard leap is likely to result in a misfire, sending you tumbling all the way to your doom. Likewise, to cross the gaps in the stonework, always use your helicopter tail to avoid falling.



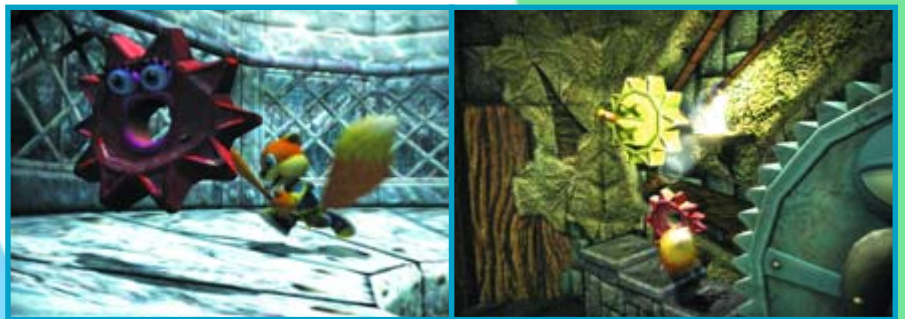
As soon as you reach the wad of cash, cram it in your pants and backtrack to the floor below. Teeter across the narrow walkway and helicopter off the end, landing on the lever opposite. When gravity takes hold, the grate back down in the water swings open, and Conker flops onto a convenient cobweb below. Scurry left and spring onto the wooden platform. Next, retrace your steps and head back down to solid ground.

**TIP** Now that the blood-thirsty bats are out of the picture, it's a lot quicker to use your helicopter tail to cross the narrow beams, instead of painstakingly bumbling over as before. Alternatively, if you don't fancy the long trip down, simply hike back up to the battlements and sling yourself over the side into the Bullfish's pond below. You might end up looking a bit windswept, but you'll reach the ground in record time. Once you're in the water, though, swim back through the hole and return to the Cogs' quarters.

### Part 3: Cog's Revenge



Leave Mister Big Cog and company and plunge into the watery passage again. Sink into the depths, then position yourself alongside the open grate. There are two water-dwelling Odd Little Armored Imps in the next passage, who'd like nothing better than to watch Conker meet a very damp end. Wait for the first to swim past the grate on the other side, then paddle through, following the Imp as he moves along the right-hand side of the passage. Avoid the Imp in the latter half of the tunnel and swim through the hole at the end.



Float up the pipe and surface in the small antechamber. Lumber onto dry land and take a swing at the scarlet Lady Cog charging around the room. Once she's down for the count, grab her and swim all the way back to Mister Big Cog's tower.



# BFD: BATS TOWER

## NOTE

*If you're skewered by Imps on the return journey, Conker loses grip on his captives. You need to return to their original hiding spot and batter them once more for another attempt.*



Stroll up to the Schizoid Cog and reintroduce the toothy duo. Once Conker slips the protesting Lady Cog around Schizoid Cog's protrusion, it's time to hunt down the others. Fortunately, you don't have far to look—there's a green Lady Cog prancing around the wheel in the center of the room. Batter her into submission, then send her packing to the Schizoid Cog.



There's one last Cog to catch, and it requires a return visit to the underwater passage. Return to the red Lady Cog's chamber, then amble up the waterfall and along the corridor into the doughnut-shaped room. There's a knack to trapping the blue Lady Cog inside. First, start chasing her around the circular tunnel until she's at full speed, then quickly reverse your direction, wielding your weapon as you collide. Carry the blue Lady Cog back to your schizoid pal and put her to work.



When all the lovely ladies are securely in place, hop onto the tablet in the center of the room and start scurrying clockwise around it. As you pick up speed, the pulley springs into action, yanking the Bullfish's leash farther into the ground. As Conker careens out of control, though, the Schizoid Cog flies off his perch and clatters to the ground with an expletive.



The Lady Cogs seize the moment and introduce the foul-mouthed Schizoid Cog's hole to Mister Big Cog's sizeable prong. With that, the ladies pack their bags and make their exit, leaving Schizoid Cog's better half to enjoy a private moment.

## Part 4: The Combination

Splash Conker down into the watery passage again and head back to the Bullfish's pond. Out in the open, swim past the waterfalls and return to the Aristocatfish's pier near the level's entrance. The ladies are staying tight-lipped about that safe combination, so escort them back to the Bullfish and let them crank open the safe for you.





### CAUTION

*A couple of waterborne Imps surface and start paddling along the lagoon as you make your return journey with Catfish in tow. Try to stay out of their path, leaping and helicopter tailing overhead if they get too close. As usual, escape can be tough if they're alerted to your presence.*

### Part 5: Blast Doors



Once the Aristocatfish spy the cranky canine's predicament, they're more than happy to swim by and crank open the safe. Clamber onto the nearby platform, swipe the chocolates, then enter the vault's interior. Unfortunately, the safe seems to be lacking in the loot department, except for one wad of cash that makes a speedy getaway into the waters below.

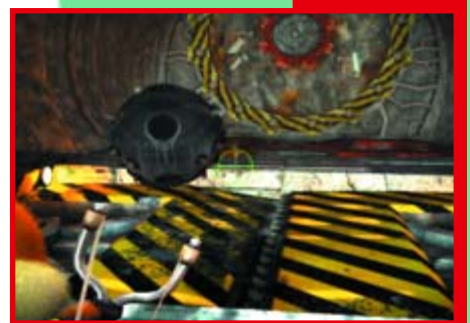
Stroll onto the platform as it slinks out underfoot and hit **B** when the light bulb bursts into life above Conker's head. This time, the Context Sensitive Button sets you up for some slingshot shenanigans—use **R** to aim and **RB** to flick off a nut.



Given how barren the vault is, it shouldn't require too much brainpower to locate your target. Look closely at the spinning wheel on the wall opposite—you should notice that the hole in the wheel rotates to reveal a crafty selection of symbols underneath. Alongside some ominous red circles, four yellow arrows are visible—each pointing in a different direction. Aim your slingshot and launch a high-speed nut at the arrows pointing up, down, right then left, in that order—every time you score a direct hit, the corresponding symbol illuminates on the sign above.

### CAUTION


*It's important to have good aim here. If you hit the wrong symbol three times in a row, a rolling Imp thunders across the room, eager to knock off a couple of chocolate blocks. Act quickly, though, and a well-flung nut to the cranium knocks any marauding nuisances off course.*





## BFD: BATS TOWER

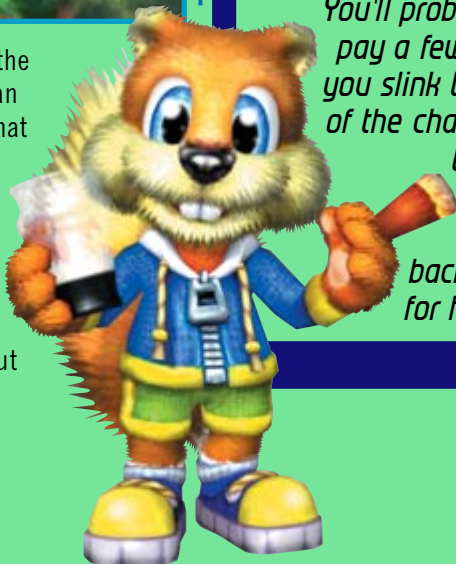


With the combination successfully struck, the heavy steel doors beneath your feet slide open. Hop into the hole and stomp on the Context Sensitive Button floating in the middle of the inky water. Twang  and Conker gains a handy miner's helmet, complete with flashlight attachment—ideal for seeing in the murky depths. Take one last gasp of air, then plunge into the water—it's going to be a while before you see sunlight again.

### Part 6: Clang's Lair



Start swimming down the watery shaft, keeping an eye out for the Clang that inhabits the passage. Clangs are mean-looking robot fish with an impressive set of teeth—get too close, and they'll happily take a chunk out of your hide.



### NOTE

The lamp on your hat works great when cutting through the murk around you; it's also handy for one-on-one confrontations with Clang. Shining your light in his big, green eye causes his mouth to clamp shut, providing ample opportunity to swim past safely. Be warned, though[EM]it's often tricky to aim the beam accurately, leading to some serious damage if you're not speedy enough. Furthermore, your lamp battery only lasts approximately 40 seconds before snuffing out completely. You need to locate another Context Sensitive Button for additional illumination.

### TIP

The best way to avoid Clang's metallic maw is to stay close to his rear as the fish traipses back down into the depths. This ensures you remain tucked in his blind spot, making bite marks a thing of the past. Keep a close eye on him, though—at the bottom of the shaft, he flips around to start the climb back up. Get too close and you'll end up between his teeth.

### TIP

Strewn along the sides of the shaft are several metal cages, each sporting a handy air duct for those out-of-oxygen emergencies.

You'll probably need to pay a few visits as you slink to the bottom of the chamber, so keep your eyes peeled. Aside from their air-giving properties, the cages also make a grand sanctuary from the jaws of Clang. As soon as the fearsome fish starts shimmying back up the shaft, take refuge in a cage and wait for him to pass.







Suck up some air using the valve at the bottom of the chamber, then set your sights on the two passages in the wall, illuminated by pretty green lights. A single Clang patrols both passages, swimming toward your current position along the upper route and away again when he reaches the lower path. Wait for the Clang to disappear into the lower passage, and quickly swim along behind him into the next chamber. When you reach your destination, paddle straight up and hop onto the Context Sensitive Button when you emerge above water level.

Prod **B** for a battery boost, then plunge back into the gloom. From here, seek out the blue tunnels and wait for the patrolling Clang to start heading into the next chamber via the upper passage. Quickly follow behind until you pop out into the next expanse, then swim to the water's surface.



Grip hold of the nearby lever and give it a gentle tug—this opens the exit to the underwater maze. Next, return to the previous chamber via the green tunnels and resurface to stock up on battery power again. Finally, splash into the darkness and take the yellow exit, watching out for the Clang that enters the current chamber via the upper tunnel.



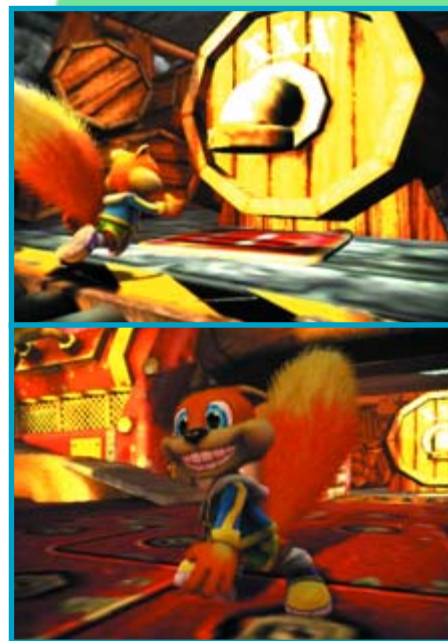
In the next room, have a swig of air from the duct on the floor, then climb the shaft above, avoiding the Clang and ducking into the cages for additional oxygen. When your head pops above water, stagger out onto dry land and sling yourself into the chute nearby. This handy little passage leads conveniently to the Boiler

Room—ideal for shaking off that musty damp rodent smell. Wield your bat and bother the Odd Little Armored Imp in your way, then hop down to warm your hands by the fire.

## Part 7: Pisstastic



It looks like you're not going to be able to roast your nuts just yet. Two flatulent Fire Imps relax by the inexplicably placed beer barrel nearby. They don't seem too pleased to see you and scamper off to call up some reinforcements.



Saunter over to the beer barrel and poke **B** to guzzle down some grog. Apparently, our furry friend has a low tolerance for the brown stuff and quickly sinks into a drunken stupor.



## BFD: BATS TOWER

Guide the staggering squirrel over to the center of the room and prepare to extinguish some Imps. Tap **B** and the sloshed squirrel whips out his, uh, water pistol and starts squirting.



As the Fire Imps swarm around Conker, aim your majestic arc of urine in their general direction. A couple of seconds of soaking is enough to dampen their spirits and send them scattering with a final cry of "I've got pee in my mouth!"

### TIP

You can turn your trickle into a torrent by squeezing **Ⓐ**. The increased pressure in Conker's bladder produces a golden shower that puts Old Faithful to shame. The extra reach enables you to tinkle on targets from a much greater distance, reducing the likelihood of a scorching at the hands of your flaming foes.

### NOTE

Although Conker's bulging bladder can store a surprising amount of pee, you don't have an infinite supply. When the stream slows to a dribble, Conker's hangover kicks in, and you're left controlling a squirrel who won't do much more than stumble and groan. Stagger over to the medicine cabinet along the edge of the room and hit **B** to cure that pounding head. Once you've sobered up, feel free to return to the beer barrel and start the whole sordid process over again.



## Part 8: Brass Monkeys



Eventually, the soggy Imps retreat to the Boiler in the center of the room and fire up the engine. After some bravado, the Boiler opens his legs and reveals an enormous pair of golden gonads, much to Conker's horror. The squirrel quickly scampers into a corner while the Boiler bears down with his brass balls banging. If he doesn't follow, draw up close to attract his attention, coaxing him into the corner yourself. The Boiler straddles the nearby grating automatically, giving you time to hop onto the surrounding platform.

### CAUTION

As soon as you're spotted, the Boiler becomes surprisingly agile for a hulking ton of brass and thunders in your direction. If you get in the way of his flailing feet, you'll end up squashed to a bloody pulp, losing one slab of chocolate in the process. To avoid a flattening, use your helicopter tail to clear the ground and whiz off in another direction.







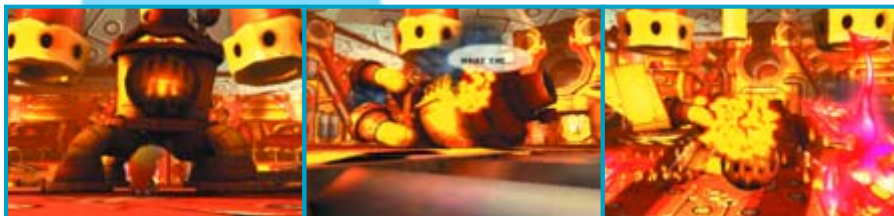
Quickly mount the raised tile, decorated with an attractive poop splat, and crouch-jump into the air. Conker grabs hold of the overhead lever and gives it a tug, sending gallons of liquid turd down onto the Boiler's head. While he deliriously considers this unexpected turn of events, jump to the ground and run between his legs.

### CAUTION

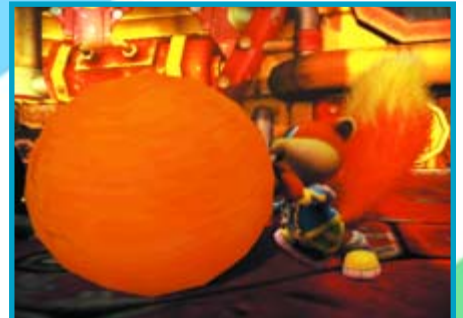
*It's vital you reach the poo lever as quickly as possible once the Boiler takes up position on the grate. Your brass-nutted nemesis releases a fiery belch in a clockwise motion while you flap about on the platform after a few seconds—get caught in the flames and you'll be rodent flambé.*



You've got about six seconds to reach your testicular target before the Boiler snaps out of his daze and gives chase again. When you're within reach of the Boiler's crown jewels, a light bulb comes on above Conker's head. Hit **B** to whip out a couple of bricks and bang those balls together. A successful scrotal assault raises the Boiler's temperature a notch.



Repeat this process, tugging on the levers in the three remaining corners of the room when the Boiler takes his place above each grating. After the fourth attack on his sack, the Boiler's temperature reaches critical, giving Conker time to clang those golden balls clean off. As they sail through the air, an Imp hits the wrong switch somewhere inside the blustering Boiler, resulting in an explosive climax to the whole affair.



When the smoke clears, all that's left in the rubble are two flouncing Fire Imps and a pair of brass balls. Start rolling a glistening gonad toward the door in the wall opposite the temperature gauge. There's a gold-colored indentation in the floor to the right of the door, so deposit the ball there. As the door swings open, revealing a patrolling Odd Little Armored Imp beyond, retrieve the second testicle and shove it through. It rolls down the ramp and takes out the prickly pest, punching a big hole through the wall in the process. Scamper down the corridor, back into the vault, and stash the cash on arrival.



# BFD: BATS TOWER

## Part 9: Bullfish's Revenge



Scurry through the safe door and out into the open. The Aristocatfish are eager to lay their fins on their loot, so now seems like the perfect opportunity to discuss the small matter of your reward. Understandably, Conker's not too thrilled with the measly one dollar he receives for all his hard work. Sadly, the Bullfish's rapidly disintegrating leash doesn't leave a lot of time to argue.



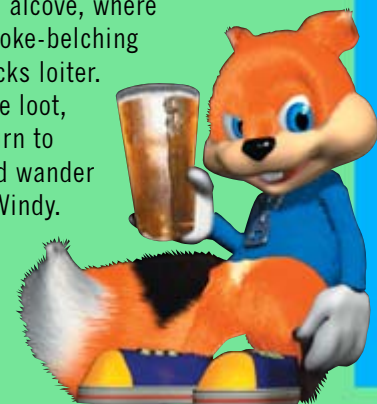
As you hop into the water and start swimming back along the lagoon, the creature finally wrenches free of its chains and gives chase. Dive down into the depths and swim as fast as you can—avoid the surface, as doggy paddling is too leisurely for your current needs. Whatever you do, don't stop for anything—keep your head down and you'll reach the pier unscathed, unlike your fishy feline friends.

**CAUTION**

*If you linger in the water, the Bullfish clamps its chops around you in no time. Although a single chomp is only enough to knock off two chocolate pieces, there's little chance of outrunning the beast to safety once he's closed in.*

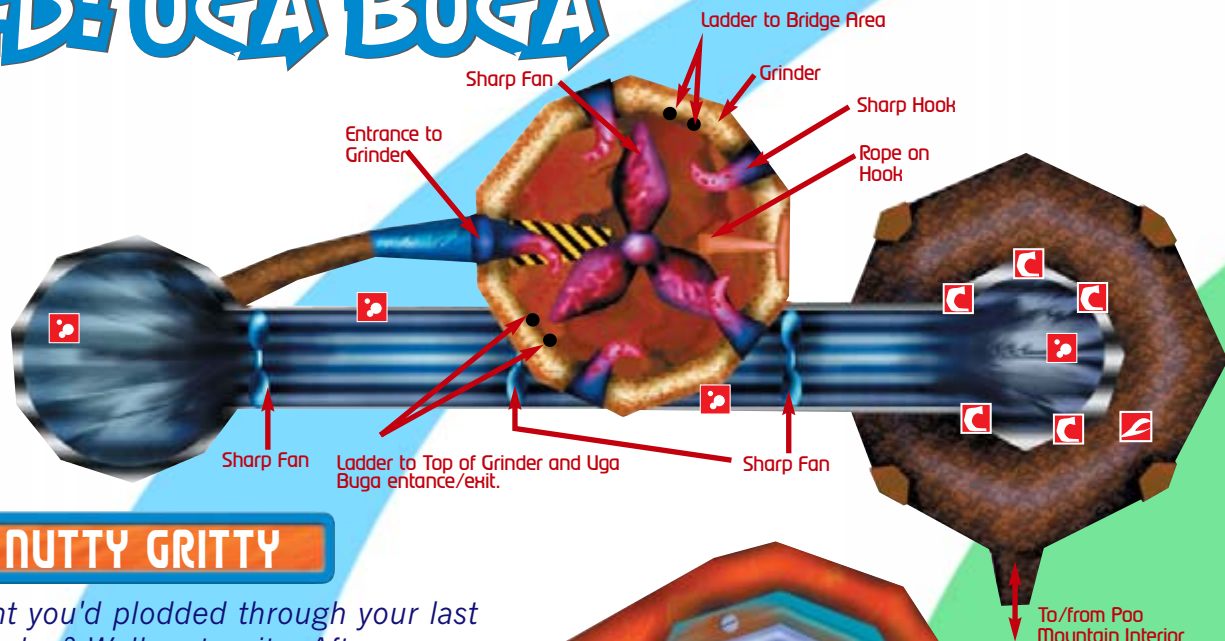


As you scramble up the pier, the crazed canine careens after you. Thankfully, his puny fins don't lend themselves particularly well to braking—unlike the solid stone wall he approaches at top speed. Take a moment to restock on chocs, then jump onto the Bullfish's flailing back. From here, it's an easy crouch-jump up to the overhead alcove, where three smoke-belching cash stacks loiter. Swipe the loot, then return to earth and wander back to Windy.





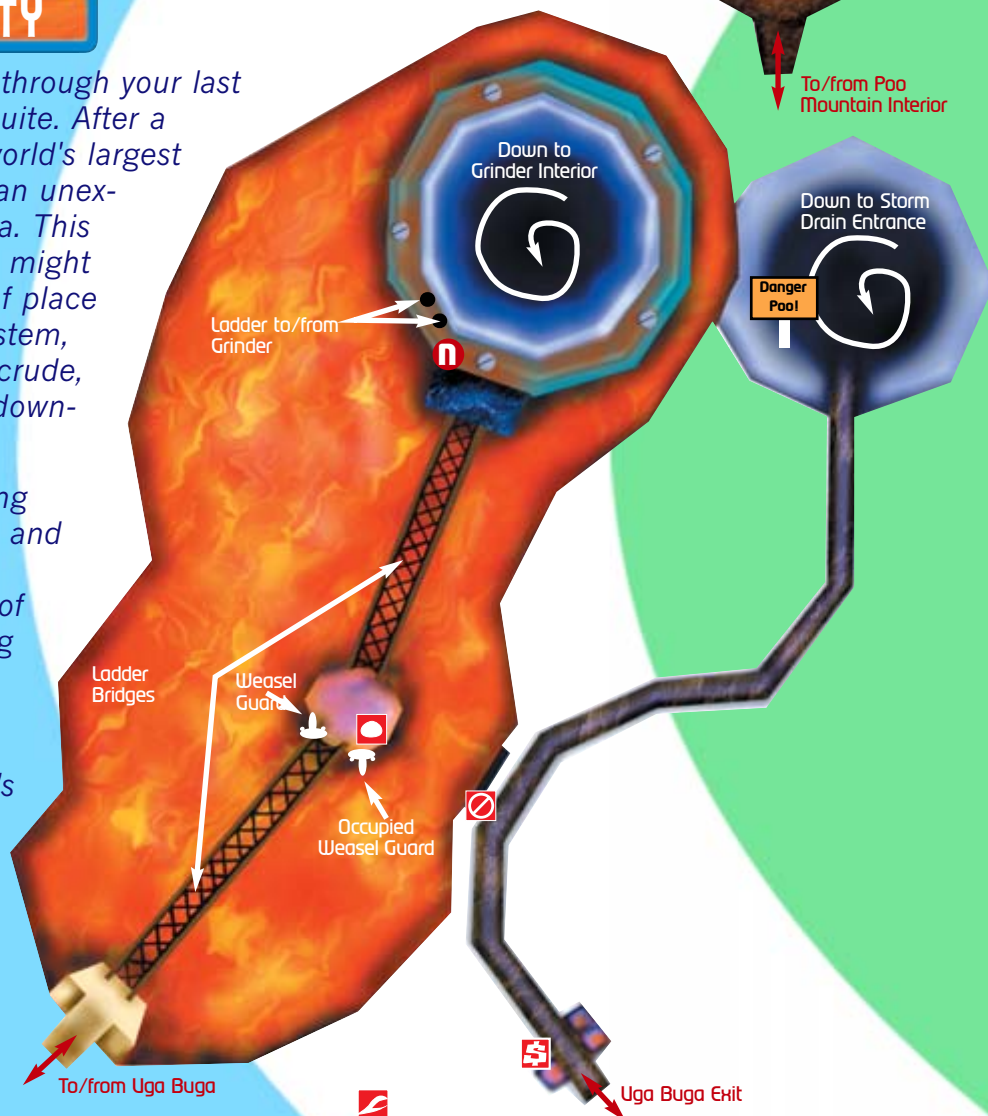
### BFD: UGA BUGA



#### THE NUTTY GRITTY

Thought you'd plodded through your last pile of plop? Well, not quite. After a fleeting trip down the world's largest toilet bowl, things take an unexpected turn in Uga Buga. This prehistoric environment might seem suspiciously out of place in Conker's usual ecosystem, but the action's just as crude, lewd, and occasionally down-right lascivious.

Alongside the bubbling lava pits, tropical fauna, and rampaging reptiles, Uga Buga's home to a tribe of dim-witted club-wielding cavemen, indigenous rock monsters with a penchant for techno, a wide-eyed dino-tot who's not long for this earth, and a wobbling gladiator with a loincloth hiding the biggest bone in all the land.

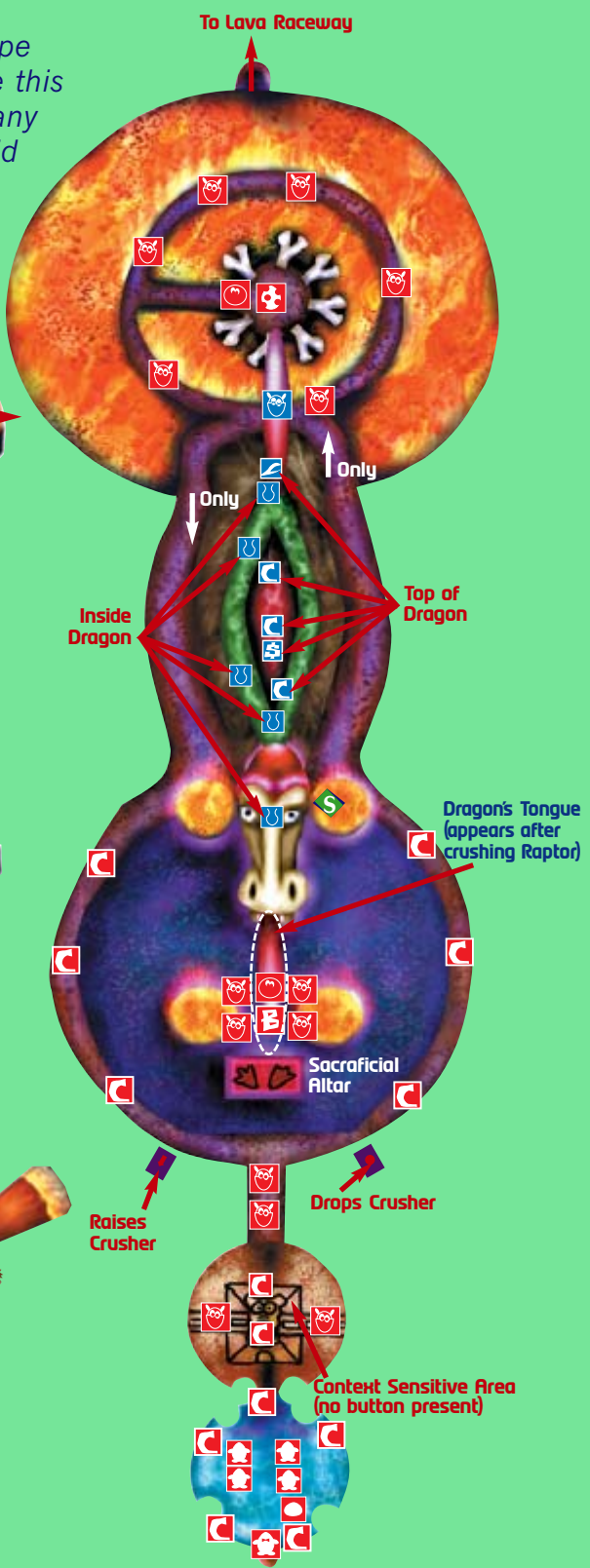
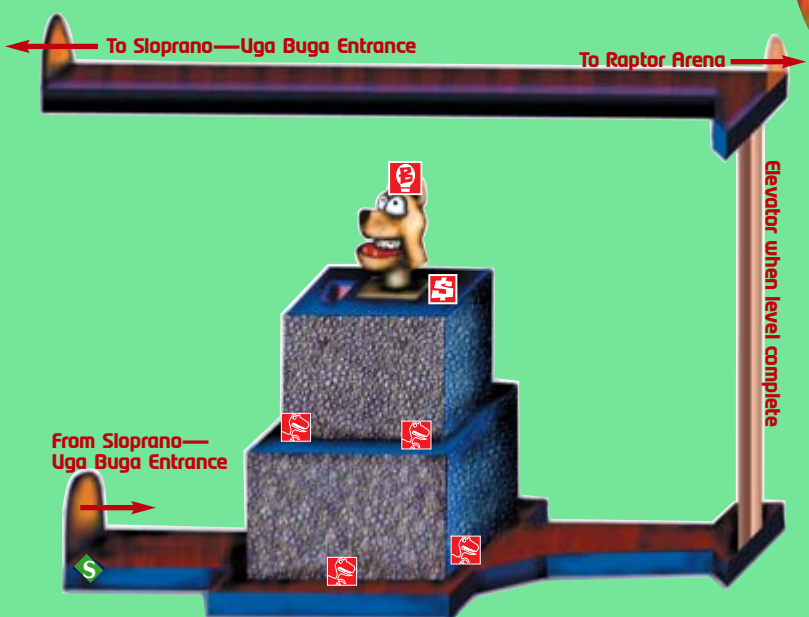




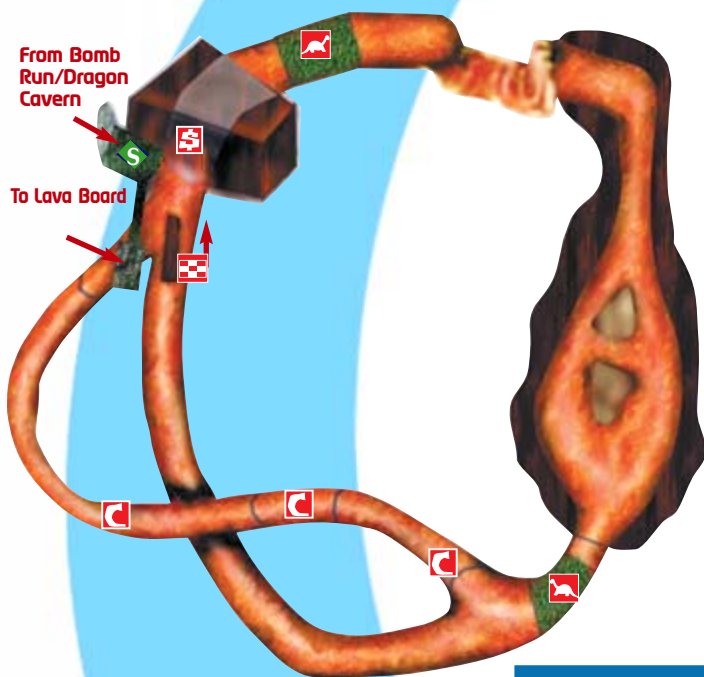


# BFD: UGA BUGA

While there's a lengthy trek ahead before you escape the underground confines of Uga Buga, the challenge this time comes from your extensive task list rather than any particularly skill-stretching platform antics. Having said that, the wild race over molten lava midway through tests your reflexes to the max. You need lightening fast thumbs, nerves of steel, and something soft to punch when it all gets too much.

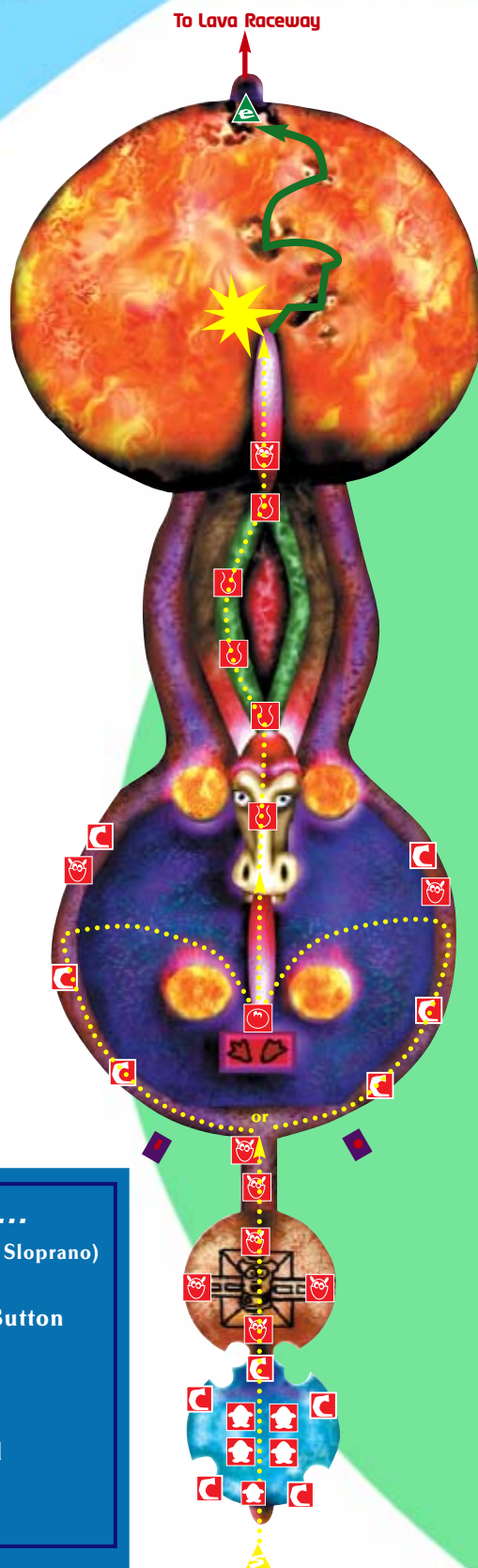






### What in the world...

- Starting Point (from Sloprano)
- Chocolate
- Context Sensitive Button
- Oxygen
- Raptor
- Rock
- Scenic Cave Sealed
- Stack of Cash
- Tail Thingy





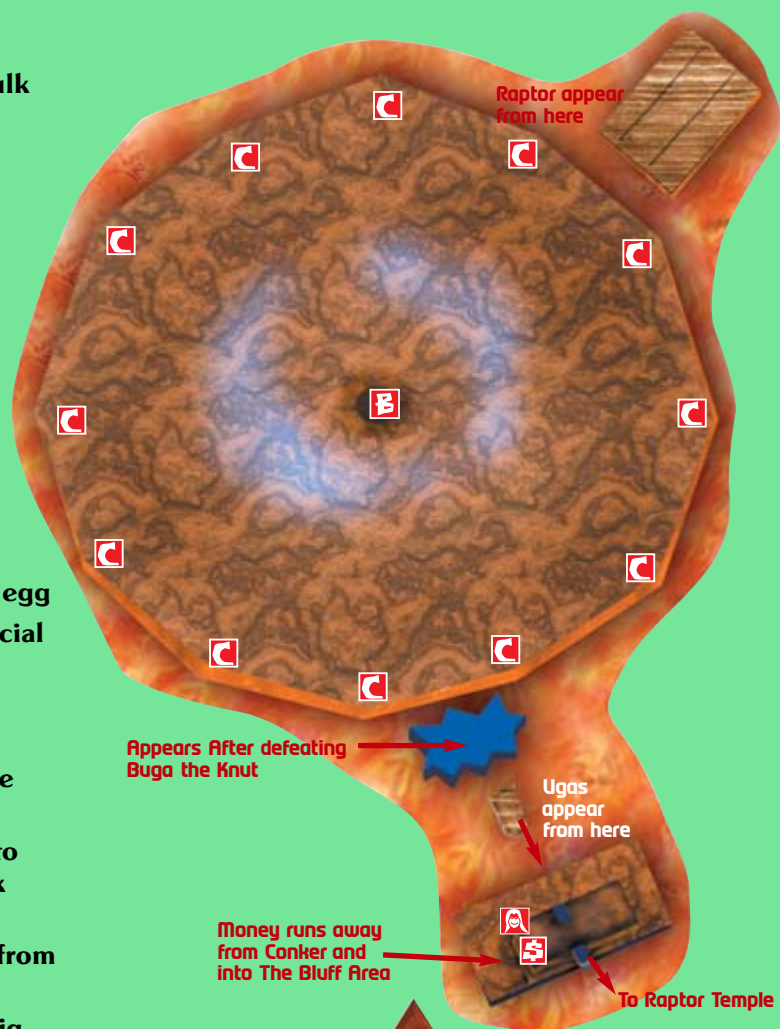


## BFD: UGA BUGA

### CHECKLIST: UGA BUGA

- 1 Dive down Sloprano's toilet bowl and skulk along the U-bend
- 2 Dodge the whirling blades and ascend to Uga Buga
- 3 Smooth talk around the dim-witted weasel's blockade
- 4 Slalom through the Mini-Fangys and clamber up Uga Temple
- 5 Fatten your finances and smash down into Uga caverns
- 6 Pound the statue further to open Uga gateway
- 7 Plow through patrolling Ugas with the rolling comatose rock
- 8 Park your butt and hatch a mutant Fangy egg
- 9 Guide gurgling dino-tot to squishy sacrificial slaughter
- 10 Collect cash and sooth Dragon God's snotty sinuses
- 11 Swish through swinging polyps and locate High Priest's headwear
- 12 Lead the tribe of grovelling worshippers to Rock Solid nightclub and reduce the rock monsters to rubble
- 13 Enter the club and wheel comatose rock from behind the bar
- 14 Plant the rock on the tile switch, then swig from the beer barrel
- 15 Pee like a pro to squirt stones onto switches and into access tunnels
- 16 Free Berri, stash the cash, and make an unscheduled trip to see the Boss
- 17 Hurtle to the hatchery with an explosive consignment
- 18 Get mugged and exact retribution during the high-speed lava race
- 19 Swipe more money and gate-crash the battle arena
- 20 Hypnotize the slathering reptile and gnash innocent Ugas into pieces
- 21 Battle Buga the Knut and his bulging bone
- 22 Enjoy a fleeting romance with a behemoth babe
- 23 Pocket some more dough and flee to the safety of Windy

**Total cash prize: \$650**



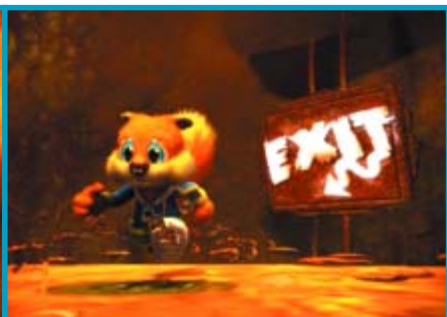


### Part 1: U-Bend Blues

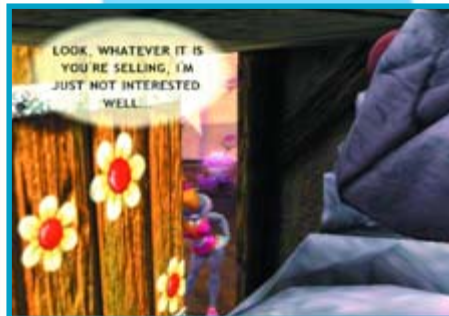
#### NOTE

*Your stash of cash should now be \$1,000 dollars or more. If not, skip back through the previous levels and dig up as much dough as you can—you need a grand of savings to proceed into Uga Buga.*

When you've got the cash to splash, head back to Poo Cavern, where you wiped Sloprano out earlier. Inside, follow the walkway along to the first circular platform and shimmy up the nearby outcropping. From here, hop down onto the crap-encrusted rim, between the oozing poo and expansive toilet bowl in the center of the room. Skirt around to the left until you reach the overhanging platform that materialized after Sloprano's final flushing.



Slowly descend deeper into the toilet, leaping from platform to platform until you reach the tunnel in the side of the bowl. Jump and activate your helicopter tail at the last minute to reach your target without losing chocolates.



As you head through, the action cuts to Conker's lovely lass, Berri. A knock at the door interrupts her strenuous workout, and she goes to open it. The huge

rock creature outside wastes no time and clobbers Berri into submission. Who knows what nefarious plans the monster has for our sultry squirrel as she's dragged out the door?



Back to the poo. Saunter along the effluent pipe and deal with the Odd Little Armored Imps circling the storm drain below. Stuff your face with chocolate if you're looking low, then dive into the sludge in the center of the room. Splash along the pipe and dodge the first rotating fan ahead—avoid contact with the blades unless you prefer your squirrel served in slices.







## BFD: UGA BUGA



On the other side, gasp for air at the vent to the left, then navigate the two remaining fans. Pause for additional oxygen after each one, then follow the passage along then up. Keep swimming and you burst safely out on the water's surface.



Scout out the little passage leading away from this chamber and paddle along it. As the water subsides, scramble onto dry ground and follow the metallic walkway. At the end, jump toward the dangling rope and clasp on. Scoot all the way up to the hook above, then spin around to face the opposite wall. Ignore the blades slicing through the air around the perimeter ledge and leap off the rope. In midair, activate your helicopter tail and hover over to the ladder bolted to the side of the pipe. When Conker automatically grabs hold of a rung, start scampering up and exit at the top, right next to the entrance to Uga Temple.

### Part 2: The Bluff



Hop up to the left, then cross the lava using the wooden bridge nearby. As you approach the king's loyal guards—one of whom is noisily emptying his bowels, thankfully out of view—a weasel stops Conker in his tracks and demands \$1,000 to pass. If you've got the dough, smile smugly and stroll on through. Once you get past the guards, Conker gives a little whistle, and the cash makes its daring return.

### Part 3: Drunken Fools

Inside the temple, a long walkway carved out of rock stretches across a bubbling lava pit. Charge across and approach the massive altar in the center of

the chamber. As you near, you spot a herd of stampeding mini-Fangys charging around the structure's two lower levels.



### TIP

*A pair of carnivorous critters marauds along each ledge. They're very difficult to avoid, thanks to their nimbleness and tendency to change direction on a whim. Successfully avoiding the mini-Fangys often boils down to luck, but you can seriously tip things in your favor by staying alert and launching into a helicopter tail whenever one comes rampaging toward you—ordinarily you'll sail safely overhead. Of course, if there's a second dino following up the rear, you can expect to lose at least one chocolate and a chunk of flesh.*



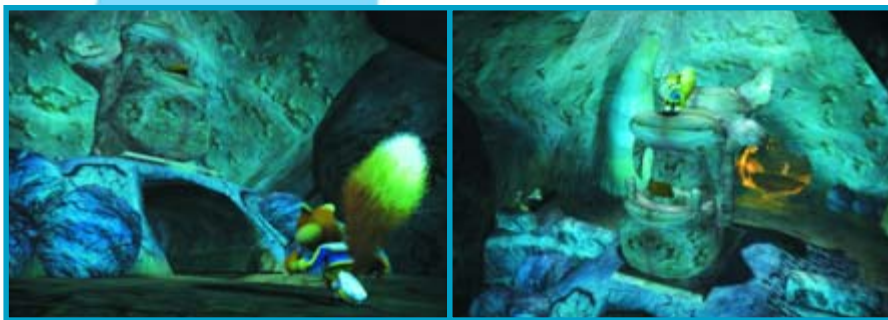




Cross your fingers and begin charging around the altar's edge in a counter-clockwise direction, dodging the mini-Fangys as you go. When you reach the far side of the structure, dive through the doorway along the wall. This puts you back on the front side of the building, on the second level. Charge around the ledge to the opposite side, avoiding the raging reptiles as best you can. Plunge through the next doorway to emerge onto a ramp leading to the structure's summit.



Take a right and swipe the cash hopping around in front of the giant stone head. Crouch-jump and helicopter up the statue until you land squarely on the top. Shuffle around until the light bulb appears, then press **B** to adopt your anvil persona and slam the head straight down into the ground. Repeatedly press **B**, and the statue eventually clears the altar completely, plunging deep inside.



The fall tosses you off the statue and onto the ground of a secret underground chamber. A cursory glance reveals the area to be populated by knuckle-dragging Neanderthals—all quite eager to beat you to a pulp with their mighty clubs. Don't bother stopping to say hello. Instead, hop back on top of the statue and hit **B** one last time, collecting the chocolates as you climb. The final pounding opens a gateway in the rock below, creating a clear run through the chamber.

To the rear of the statue lies a short passage patrolled by two Ugas. At the opposite end of the chamber sits the entrance to the Rock Solid nightclub. Head to the club and chitchat with the bouncer at the door. For the moment at least, you're not getting in. Avoid the stumbling Stone Giants in the vicinity (unless you want a good stomping) and approach the curled-up rock monster to the left. Get

behind and start rolling him across to the other side of the room, via the now-open gateway.



Deposit the rock down the Uga-occupied opening and watch as it careens down the ramp, smashing through the doors and crushing several cavemen as it goes. Trundle down the now-unblocked passage and into the





## BFD: UGA BUGA

Sacrificial Chamber. After you're done marveling at the massive Dragon God's head, saunter down the ramp to the right, munching chocolates as you go.



### CAUTION

Avoid getting too close to the Ugas as you navigate the underground cavern. They'll quickly bear down on you once you're spotted, and your baseball bat is next to useless against them. A quick swing to the head only stuns the cavemen for a few seconds before they clamber to their feet and come after you with their clubs again. Until you've earned the tribe's respect, or at least have a more ferocious weapon, your best course of action is simply to keep your distance.

### CAUTION

The lava pits in the area have a tendency to spit flaming hot boulders in your direction if you loiter too long. Prevent singed fur and a lost chocolate by keeping on the move as much as possible.



At the foot of the ramp, stick to the right-hand wall and bypass the huge craters in your path. As you reach the door to the rear of the chamber (marked with an arrow pointing upward), brandish your bat and bludgeon the three Odd Little Armored Imps blocking your exit. Approach the door, and it rises into the roof, letting you pass through.

### Part 4: Sacrifice



Scamper up the winding walkway and head toward the huge, purple-spotted egg at the peak of the path. Avoid undue attention from the meandering Ugas by helicopter tailing straight over their heads. At the junction, take a right and approach the Odd Little Monk at the foot of the egg. Leap on his stone tablet and wait to be tossed into the air. As you descend to the earth, slow your fall with a crafty helicopter tail and touch down on top of the egg. When the light bulb twinkles to life, prod **B** to sink your fuzzy butt down and let nature take its course.

A short while later, the egg slowly begins to crack. Congratulations! It's a boy—a boy dinosaur, at any rate. Say hello to the diaper-wearing mutant Fangy and start walking back along the path.







Provided you don't stray too far ahead, the dinosaur follows your path, munching down on any nearby Ugas with childish glee. Keep close to the Fangy and guide him down the ramp to the right at the junction. If you do manage to get separated from your dino pal, simply jog back over to attract his attention, then continue along the route. At the bottom of the slope, amble through the green door, back into the Sacrificial Chamber.

### TIP

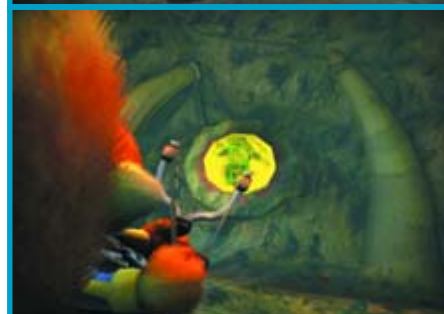
*If any Ugas start to approach during your descent, leap over their heads and let the Fangy chomp them. When the reptilian rascal downs his hearty meal, scamper over, then coax him down the walkway again.*

### NOTE

*It's important you still have the Fangy's full attention when you leave the area. If he's not following you on your exit, you'll need to traipse all the way back through the original door, up the ramp to the broken egg, and collect him again before proceeding. This can be an annoying waste of time when there are more pressing issues to deal with.*



Once Conker and the mutant Fangy reappear in the Sacrificial Chamber, give the three surrounding Imps a good pounding, then start travelling across the lower level of the room. Wander past the spewing craters and approach the altar directly in front of the Dragon God's head. Before going any farther, guide the Fangy around so that he munches up the Ugas worshipping nearby.



Return to the altar and stand on the Context Sensitive Button. As usual, poke **B** and Conker whips out his trusty slingshot again. Face the huge stone altar, then glance up to the right, using **Ⓢ** to adjust your view. You should spot a large, round button with an up arrow on it—there's a similar button to the left marked with a down arrow. Squeeze **Ⓢ** to fling a nut at the up arrow, and the top half of the altar





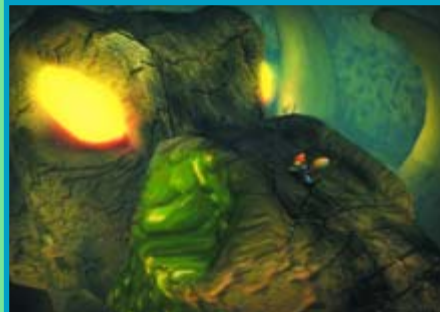
## BFD: UGA BUGA

climbs into the air. Hit **B** to tuck away your slingshot, then lead your dino friend up onto the altar. Once he's on the platform, run back down to the Context Sensitive Button before he can wander off. Pull out your slingshot again and fire a shot at the button labeled with the down arrow. You can probably guess what happens next.

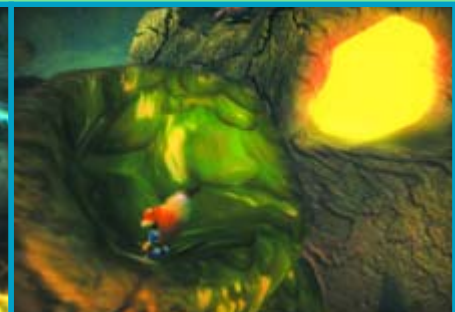
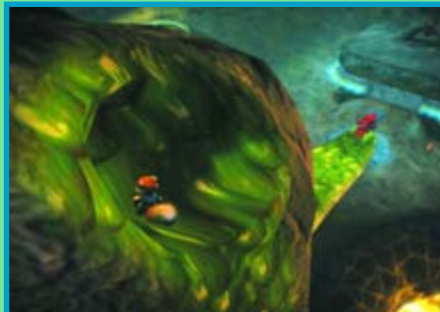
### Part 5: Phlegm



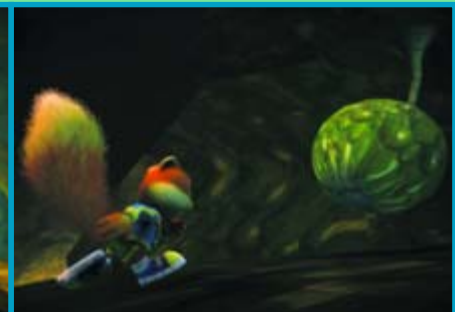
After a substantial bathing in baby dinosaur blood, the Dragon God awakens—he is pleased with your offering. As if to show his appreciation, the huge, stone maw grinds open, and a long, phlegm-coated tongue unravels at Conker's feet. What's more, a slightly perplexed-looking Odd Little Monk oozes down the mucus and slithers to a halt where the Context Sensitive Button used to be. Any attempts to enter the Dragon God's interior are thwarted for the time being, thanks to the slippery snot pouring out of his mouth. It looks like Conker's going to need to find a cold cure if he wants to get inside.



Hop onto the Odd Little Monk's tablet and sail through the air to land on the Dragon God's nose. Don't forget to use a last minute helicopter tail to avoid hitting the rock too hard. Scamper up between the beast's eyes and continue all the way along to the back wall, battering the Imps as you go. Swipe the prancing cash en route, then collect the Tail Thingy at the end of the walkway.



Return to the Dragon God's snout and study his nostrils on either side. Select one, then hop (or carefully fall) into the slimy hole. Quickly hit **B** as the light bulb pings to life and Conker sprinkles a dash of pepper into the statue's oozing orifice. Use a crouch-jump and helicopter maneuver to prance back out, then take care of the other nostril in the same way.



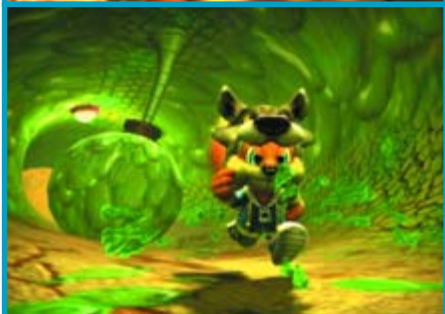
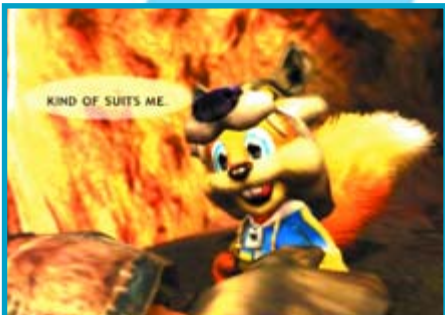
When both holes are stuffed with sneezing powder, the Dragon God's nose starts to twitch. After a few tentative snuffles, a monumental sneeze rings out across the cavern, sending Conker—and a torrent of snot—sailing through the air. Brush yourself off, then clamber up the goo-free tongue, in the direction the Dragon God's gullet. At the top, wait for the mucus-covered tonsil to swing away from your position, then quickly scamper inside.







From the looks of things, Conker didn't use nearly enough pepper earlier—the passageway is awash with phlegm. Dodge the first swinging tonsil and make a right as the path forks. Helicopter across the two pits in the floor (or climb down and leap up the other side if you're feeling less acrobatically inclined), then make another right, dodging one last swaying tonsil on your way out.



As you emerge in the Raptor Hatchery again, Conker spots a dog-eared ceremonial pelt on the ground nearby. He dons the hat and feels pretty pleased with himself. Now it's time to return to the Sacrificial Chamber—go back the way you came rather than hopping off the ledge beyond the Uga's carcass, unless you want to freefall to an instant death.

### Part 6: Worship

Conker saunters out of the Dragon God's larynx, and a quartet of ugly Ugas comes running. Instead of clubbing his brains out, though, the Neanderthal nitwits sink to their knees in an orgy of praise. Maybe there's more to Conker's flee-ridden headgear than meets the eye.



While you've still got your cap on, the Ugas follow you around like a stone-aged superstar. If you stop, they'll fall at your feet in a display of worship. It doesn't take long for Conker to realize that a gang of doe-eyed Ugas might be just the thing he needs to gate-crash the party back at Rock Solid nightclub. Start climbing the ramp on the right-hand side of the chamber, with your adoring fans in tow.

#### TIP

*Every now and again, glance back to check you haven't lost a loyal follower behind a crater or something. If one does go missing, retrace your steps and find him again—as you approach, he'll come untangled from the scenery and rejoin your procession.*

#### CAUTION

*The volcanic craters start spewing flaming rocks at much shorter intervals now. If you're going to protect yourself and your party from a red-hot boulder to the face, remember that the magma missiles automatically home in on the position you occupy when they first fire from the earth—keep moving to make sure you're elsewhere when they strike.*





## BFD: UGA BUGA



At the top of the ramp, go through the doorway and toward the gateway you opened with the statue earlier. Don't approach the Ugas patrolling the walls on either side—they're not so easily impressed by your head gear and won't so much drop to their knees as club you in the face.



Guide your entourage through the gateway and approach the drunken patrons of the Rock Solid nightclub. Once the Stone Giants spot your party, they get ready to lay down a pounding. Luckily, your worshipers are more than prepared to do all the hard work for you. Just swing your bat at the rock monster of your choice, and your filthy followers dive in and pound it to gravel. Remember, though—your troops just stand around expectantly if you don't bash your next preferred target once they've ground one to dust. This could lead to a long, and frankly uneventful, conflict. When all four blundering boulders are reduced to rubble, approach the Stone Giant bouncer and head through the door.

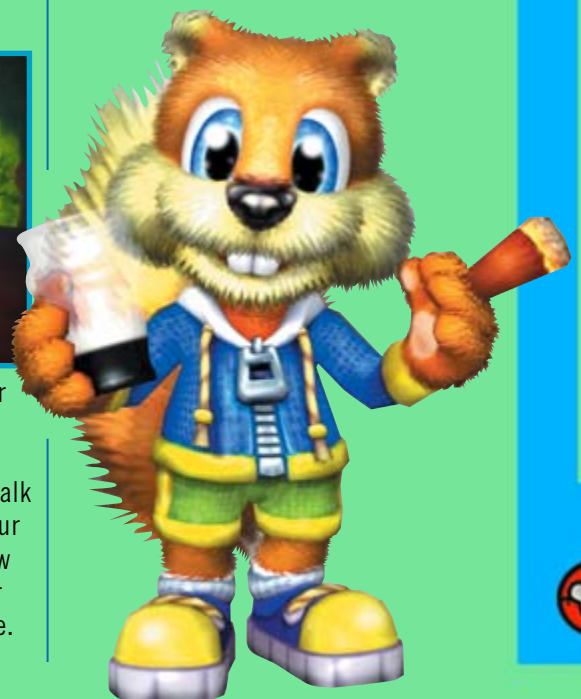


Trundle down to the dance floor and head over to the bar on the right-hand side of the room. Nip around the back and get behind the rolled-up rock monster at the far end to the left. Give it a shove and start pushing it back across the dance floor and up the ramp. At the top, slap it onto the sinking stone and rejoice as the door beneath Berri's cage slips open for good.

## Part 7: Rock Solid



Slide inside the club and soak up the pounding bass line. Through the glimmer of the disco ball on the ceiling, you can just make out the guest go-go dancer—none other than Conker's main squirrely squeeze, Berri. It looks like an impromptu rescue attempt is in order. Stop tapping along to the beat and walk straight ahead. Before you scamper down the ramp to the left, look down at your feet. There's a button concealed in the floor that opens the chute directly below Berri's cage at ground level. Unfortunately, as soon as you step off it, the door slides shut again. Looks like you need to apply some more permanent pressure.







Saunter back to the bar again, then inspect the beer barrel tucked into the corner, just to the right. Flex in its direction and hit **B** when you're on the Context Sensitive Button. Once again, Conker takes a sizeable swig, and the room starts doing a boozy dance. Introduce yourself to the Stone Giant strutting his stuff alongside the open flap under Berri's cage, and hit **B** to whip out your fuzzy fire hose.

### NOTE

Unsurprisingly, Stone Giants don't take kindly to being peed on by rodents. However, their reactions differ depending on if they're male or female—lady rocks screech feebly while the men simply roll themselves up into a ball and try to ignore your torrent of urine. They stay fetal until you stem the flow, then clamber to their feet and punch you in the mouth. Make sure you back away quickly whenever you need to tuck in your tool.



Squirt your golden stream onto the Stone Giant until he sinks into a heap. Quickly squeeze **B** to pump up the pee pressure and use your urine to push the lump of rock through the open doorway beneath Berri. When you do, the Stone Giant vanishes into the darkness and reappears from a gap in the ceiling, ending his journey on the dancer's podium.



It's possible to follow the rock monster through the gap and rejoin him on the upper level to attempt the next task using your jet stream. This method isn't recommended, though. Firstly, you lose a piece of chocolate every time you crash down onto the podium. Secondly, your streak of pee simply doesn't have the kind of accuracy you need to roll Stone Giants along the narrow ledge. Wait for Conker to start sobering up, then stagger onto the stage in the middle of the dance floor. Look for the dispenser along the wall and hit **B** to help yourself to some hangover remedy.



Next, hunt out the diagonal red arrows along the left-hand wall of the room. Sprint over and follow them upward, using your crouch-jump and helicopter tail to navigate the stone blocks. The curled-up body of the Stone Giant waits for you on the ledge above. Start pushing him along, avoiding the scantily clad and amply proportioned







## BFD: UGA BUGA

rock ladies (who cheerfully push your boulder back to the ground, ready to start over) as you go. At the end of the platform, position your payload on the retractable floor switch to close the passage beneath Berri's cage and open two more on either side.



Head back down to the dance floor and guzzle some more drink. This time, you need to power-squirt a second Stone Giant into either of the newly opened holes to the left or right of the room. A successful goal plunges a rock directly down onto Berri's cage. When the boulder strikes, the cage shatters into pieces, and your wily girl scampers to freedom, leaving a wad of tips up on her platform. Hop back up to the dance podium and drop onto Berri's vacated ledge. Grab the moolah, then go outside via the front door.

### Part 8: Bomb Run



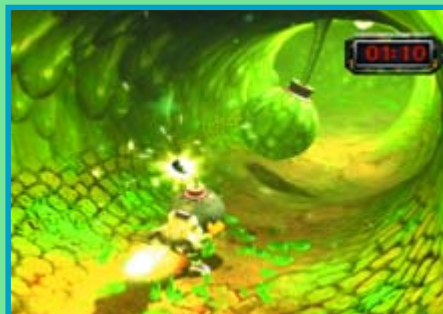
Approach the exit, and the bouncer stops you in your tracks—you've been caught red-handed with Berri's small change. Conker tries to sweet talk his way out of trouble, but the bouncer insists on taking you to the Boss. Up in the office, the Boss has some nasty business to take care of with a baseball bat. Once his stooges have learned the true meaning of respect, you accept the Boss's little proposal, in exchange for the guaranteed safety of your kneecaps. The job is simple: take a ton of smoldering explosives and deposit them squarely in the heart of Uga Temple. If you succeed, you're free to leave town—if you don't, you'll be in too many tiny pieces to care.

Outside the club, with bomb in hand, start running through the gateway and into the Sacrificial Chamber, weaving past the Ugas that cross your path.



### CAUTION

*It's important not to get clubbed on your jog of terror, as this detonates the bomb prematurely, making you one dead squirrel. You receive a similar fate if the timer reaches zero before your bomb's disposed of, or if you plunge off a ledge and clatter to the floor. The key to keeping all your limbs in tact is simply to keep calm and cautious while making haste.*



In the Sacrificial Chamber, scurry down the ramp to the right and weave around the craters toward the center of the room. Clamber up the Dragon God's





tongue and hurtle along the snotty passage—at the fork, take the left route and carefully avoid the swinging polyps. Stay clear of the right path at all costs—you'll get stuck in the troughs with nothing to do but count down to your explosive exit. Continue along the passage and scamper out into the Raptor Hatchery. Dodge the splayed caveman and run right to the end of the ledge.



Once Conker's done his bit for the environment, hop off the ledge onto the little platform floating around in the lava to the right. Use a combination of standard jumps and helicopter tail to navigate to the safety of the raised ledge on the other side of the room, then swagger through the nearby door, avoiding or obliterating the Imps as you see fit.

### CAUTION

*The teetering rocks tip violently as you land on them during your trek across the molten chamber. As soon as you touch down, immediately jump again and glide over to the next platform. This prevents you from being tossed tail first into the boiling magma. Unless you're very lucky and manage to steer the steaming Conker across the lava to another ledge after a misstep, you can kiss one life goodbye.*

## Part 9: Mugged



The first thing you feel out in the oppressive heat of this prehistoric world is a club to the head. When you come to, a band of delinquent Ugas floats on hover boards above the molten lava opposite you, brandishing your hard-earned cash. After a small mishap involving the Uga named Simon, the remaining three Ugas take off.



Climb along the narrow, leafy precipice stretching over the lava, obliterating the Imp on the way, and hop into the small tunnel at the end. You reappear on a ledge with your very own hover board bobbing at your feet. It looks like it's payback time. Jump onto the board and get ready for some hardcore racing action.

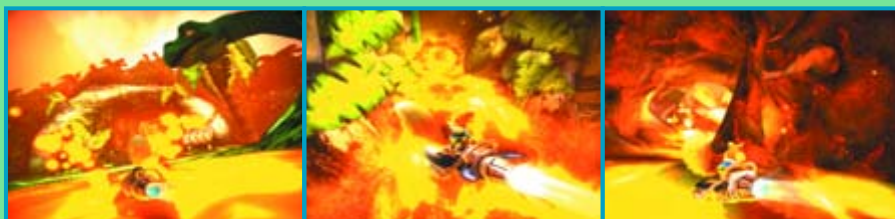




## BFD: UGA BUGA

### NOTE

Once you're straddled over the hover board, you've no choice but to keep moving. Push **↑** to increase your speed, and pull back on **↓** to slow down to a crawl. Use **←** and **→** to steer left and right respectively, and prod **A** to launch your ride into the air. There's one last option at your disposal while you're screaming through the wilderness—tap **B** to swing your bat at your ambushers.



Speed through the hole ahead and steer right, avoiding the stomping dinosaur as you straighten out again. Plunge through the next arch and hit **A** to leap over the lava pit—time the jump wrongly and you're burned to a crisp. Skid through the cave as it bends right, and dodge the stalactites—hang right for the speedier route through the passage.



Back in the open, avoid getting tangled in the second dinosaur's limbs and race under the next archway. Careen through the gully, bending right as the course returns to the starting point. Don't try taking the final ramp until you've dealt with all three cavemen. The prize money stays locked behind bars until that point, meaning any attempt to grasp it results in your high-impact death.



As you learn the ins and outs of the track, the distance between you and the Ugas closes rapidly. When one is in battering distance, hit **B** to take a swing and

send him crashing into the lava. When the first two cavemen are frizzled to a crisp, the latter half of the course changes, so be on your guard. As you leave the stalactite cave, the immediate pathway is now blocked off—make a sharp right and zip into a second tunnel, leading back out just prior to the first ambling dinosaur.

### CAUTION

Once the final Uga has lunged into the lava, the course reverts to its original state. Bear this in mind if you've yet to exit the first cave on this final lap. Attempting a sharp right as you slip back into the open is a surefire way to smash your hover board hard into the now-resealed wall.



When all cavemen have been cremated, put your foot down and speed along the track until you reach the final ramp. Carefully line up your approach and jump off the end toward the upper alcove in order to claim your winnings.





### Racing Tips

#### Crash and Burn

The penalty for crashing headlong into an obstacle or wall during the race is the loss of one chocolate square. If you're not used to taking corners cleanly, pull back on **○** to drop your speed and make things easier. There are precious few chocolates to guzzle during the race, so it's imperative you hold on to your existing six pieces for as long as possible. Once all your chocolates are gone, your board explodes into tiny bits, losing you a life.



#### Lap It Up

Initially, stick to the center of the course as you get to know its layout and nuances. When you're more confident, though, aim to skirt on the insides of the track, hugging the walls as you go. This shaves precious seconds off your time, ensuring you catch up with your Uga chums much more quickly.



#### Death by Dinosaur

The duo of gigantic stomping dinosaurs is by far the most infuriating obstacle on the course. There's nothing worse than successfully bludgeoning all three Ugas to a pulp, then ramming into a dino on the final lap. As you approach each one, try to assess where it's going blunder next, and plot your course accordingly. Avoid the massive legs, which cause sudden death on impact—and, to a lesser extent, the tail and arms. If you can, use precision swerving to dodge the reptilian limbs; otherwise, yank **▼** to slow your board to a crawl and wait for the dinosaur to pass.



battle arena. After the hubbub caused by your unexpected entrance dies down, start heading toward the large, red door on the far side of the arena.

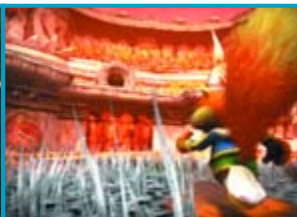


Trouble is, it's not quite the exit Conker was expecting. Instead of revealing a route of escape, the door swings down to admit Fangy, a huge, snarling raptor, into the arena. All chances of it being friendlier than it looks are abandoned when it clamps its jaws on the nearest Uga and tears it into fleshy chunks.



As the beast sets its sights on you, run back toward the center of the arena and helicopter tail jump as it closes in, leaping out the way of its snarling jaws. You're aiming to reach

### Part 10: Raptor Food



As Conker gropes wildly for the cash, his hover board skids out of control, smashes through a wall, and tosses him face-first into the middle of an enormous





## BFD: UGA BUGA

the black Context Sensitive Button in the middle of the amphitheatre—when you do, quickly turn to face the charging dino and hit **B** to whip out your pocket watch. By swinging it side to side, Conker lulls the raptor into a deep slumber then hops onboard.



Your next task is simple—gallop around and chow down on the six terrified Ugas flailing around the enclosure. Alternatively, head butt them screaming into the lava if they get too close to the platform's outer edge. Don't worry about falling into the flames—it's impossible to plummet over while you and your scaly steed are together.

### NOTE

To steer your new prehistoric pal, use **C** to rampage around the arena and **A** to leap into the air. While stationary, prod **B** to chomp those drooling jaws around anything unlucky enough to be in range, then hit **B** again to toss your prey skyward and swallow it whole. To charge head-first at an unsuspecting foe, pick up some speed and hold down **B**. After a few seconds, the dino lunges, sending anyone who gets in the way sprawling backward—hopefully, straight into the molten depths.



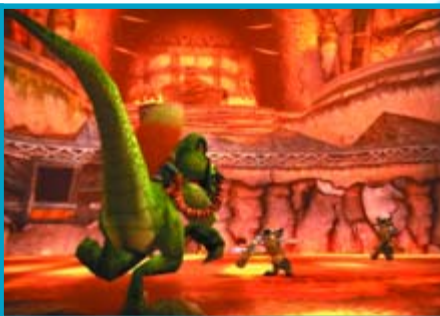
When you've successfully slaughtered all the defenseless Ugas with help from Fangy, club-wielding reinforcements are sent in to bring you down. Once again, either chew them into oblivion or send them flying over the edge of the arena.

### CAUTION

The Uga infantry are trickier to dispose of than the last bunch, thanks to their massive clubs. If they charge at your ride and score a direct strike with their weapons, Conker topples off Fangy's back, immediately dehypnotizing the dino and sending the Ugas scattering to the ledge—always hit **A** to hop over the heads of any oncoming foe. Be careful once separated from your steed—not only is it possible to tumble into the lava while flying solo, Fangy's also more than happy to turn you into a light snack. To clamber back into the saddle, return to the Context Sensitive Button in the center of the arena and hit **B** to wave your watch as Fangy rushes you again. Don't forget to listen for the "ping" that signifies the dinosaur's slipped into a peaceful slumber before pocketing your watch—you get a set of sharp, pointy teeth around your head if you put your watch away prematurely.







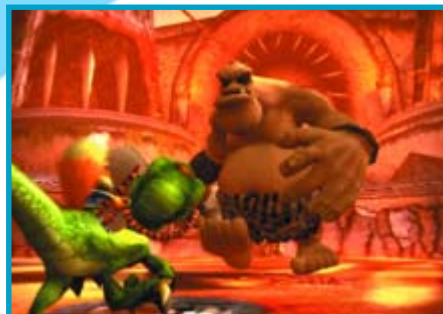
The next group of Ugas to emerge from the sidelines all sport spears. When they get in range, they fling their weapons through the air and attempt to dislodge a couple of Fangy's scales. If two spears hit their mark, Conker is thrown from the dehypnotized dino's back. To avoid the projectiles, keep moving and use Fangy's charge attack to knock the Ugas into the lava—coming to a halt and biting down leaves you open to attack from other marauders. The same technique applies to the final selection of Uga warriors, consisting of clubbers and spear-throwers. Once this last lot of Neanderthal nuisances has been wiped out, Buga the Knut leaves the comfort of his seat up in the gallery and plunges into the ring, ready to show the crowd how a *real* warrior deals with squirrels.

### Part 11: Buga the Knut



After whipping his fans into a frenzy, Buga sets his sights on Conker. The bone-swinging behemoth has three attacks that you need to watch out for during the battle. The first is a straightforward floor-pound—Buga throws himself high into the air and lands on his butt with a crash, sending a huge shockwave out across the sand. To avoid it, simply hit **A** to jump over as it nears. If you get caught in the shockwave, Fangy flips in the air, and Conker tumbles to the ground, losing a chocolate. Thankfully, the raptor is more docile after all you two have been through—simply wait for him to run up automatically, then hop back on.

Buga's other two attacks both involve swinging his bone. For the first, he raises his weapon high in the air, directly above his head, and brings it straight down. The impact squashes you flat if you're caught directly under the bone; otherwise, the small shockwave that emits as it strikes the ground may knock you to the floor. This attack is best avoided simply by staying back. The second attack is a horizontal swing initiated when Buga raises his bone in the air to his right. After a short pause, he swings, sending both Conker and the dinosaur flying if they're caught in its path. Be very wary of this maneuver. You can often be sent sprawling quite a distance, and if you're too close to the platform edge, you won't stop until you land in the lava.

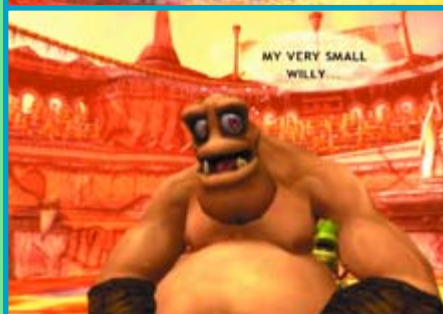
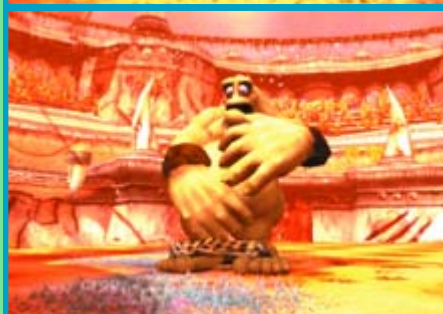
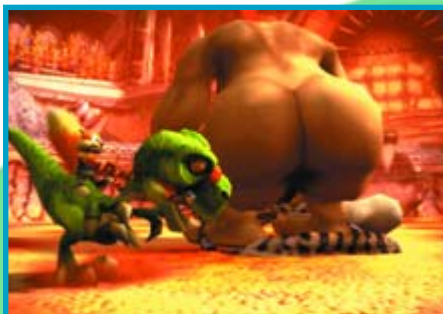


It's during these last two attacks that Conker and Fangy can make their move. As Buga raises his bone into the air, he pauses a few seconds before bringing it down. During this time, run at the gargantuan caveman's loincloth and hit **B** to have Fangy bite him firmly in the family jewels. If you time the attack too early, Buga brings his hands down to shield himself from Fangy's jaws. However, time it too late and you end up with a bone to the head.

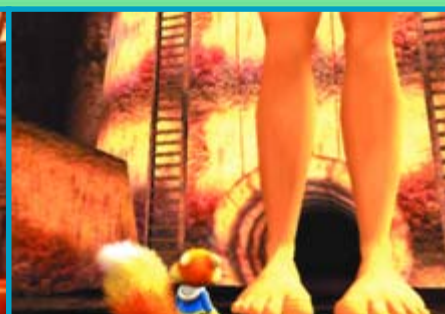
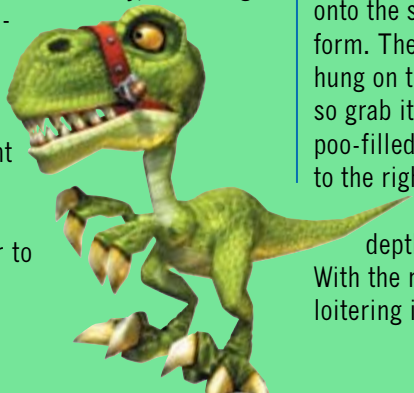




## BFD: UGA BUGA



After Fangy successfully chomps Buga's bits, Buga grips them in pain and lets out a ground-shaking wail. As he does, his loincloth plummets, exposing his butt to the audience. Quickly run around to his rear, face the behemoth's buttocks, and strike **B** to sink Fangy's teeth into them. After a successful strike, Buga recovers and yanks up his drawers. Repeat the process two more times, and that loincloth loses all its elasticity, revealing Buga's diminutive dangler to the world. The sheer embarrassment causes him to flee the arena, probably never to be seen again.



With victory now yours, say goodbye to your scaly sidekick and strut over to the beautiful babe watching from the sidelines. To reach her, hold down **D** to switch to first-person view and locate the rock hovering above the lava around the arena's perimeter. Clamber up, then crouch-jump onto the drawbridge overhead. Pass through the doorway on the other side to talk to the lovely lady.



After a very fleeting romance, follow the cash as it exits through the archway in the nearby wall. In the next room, follow the stone walkway, annihilating the Odd Little Armored Imps, and move through the exit at the end. Up ahead, you run into the money—shove it in your wallet, then take a right and follow the path around, battering the remaining Imps as you go. When you reach the end of the ledge, plummet off the end into the mucky water below.

### TIP

*After stashing the cash, look to the right and locate the small ledge formed in the rock wall nearby. Hop up then jump onto the platform covering the doorway. From here, you can leap from ledge to ledge, out over the lava, and grab the additional Tail Thingy dangling patiently above the entrance to Uga Temple from earlier.*

Hop out of the murk onto the surrounding platform. There's a Tail Thingy hung on the wall nearby, so grab it, then locate the poo-filled hole in the wall to the right and crouch-

jump through. When you re-emerge in Poo Cavern, leap into the shadowy depths of the toilet bowl (signposted "Exit") and return to the cabin outside. With the roar of victory still ringing in your ears and the whiff of caveman butt still loitering in your nostrils, head out into the sunlight and back to Windy.





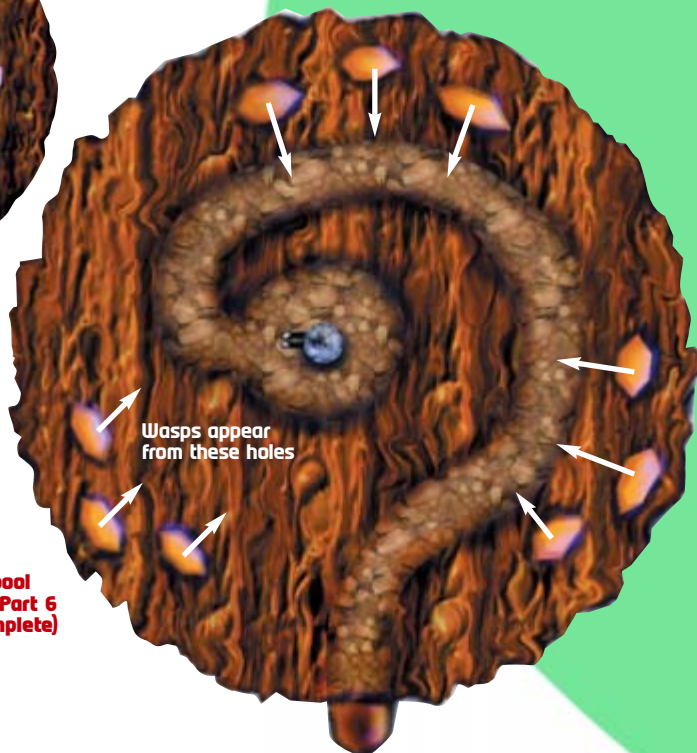
### BFD: SPOOKY

#### THE NUTTY GRITTY

Things take a turn for the (un)deadly as a full moon clambers into the darkening sky and Windy's familiar swathes of poo make way for seas of blood. With shotgun in hand, Conker investigates an eerie, secluded graveyard and crumbling hilltop mansion in search of a rumored family inheritance. As if the ominous scenery weren't enough for the nerves, Conker goes undead-to-head with a horde of shambling zombie rodents, possessed china dolls, and a long lost relative with a taste for squirrel blood.



Unlike the platform-hopping antics of previous levels, Spooky's emphasis is on item scavenging and relentless combat. As usual, though, things are never quite as simple as they seem. Conker gets embroiled in the daring rescue of the Queen Bee's hive yet again, sinks his newfound pointy teeth into some unwilling blood donors, and attempts some serious downhill barrel-rolling acrobatics.


















# BFD: SPOOKY

Learn to master the shotgun early on, and the marauding zombie menace shouldn't ruffle your fur too much. Likewise, Conker's airborne Transylvanian transformation won't thwart your thumbs too badly once you perfect your piloting skills. In fact, the only thing likely to drain the blood from your head here, vampires aside, is the hair-raising hillside tumble after your daring escape from Count Batula's mansion—a barrel of laughs, it ain't.



## What in the world...

-  Starting Point
-  Bat
-  Chocolate
-  Context Sensitive Button
-  Count Batula
-  Gregg the Grim Reaper
-  Key 1
-  Key 2
-  Key 3
-  Mr. Barrel Respawn
-  Skeletal Worm

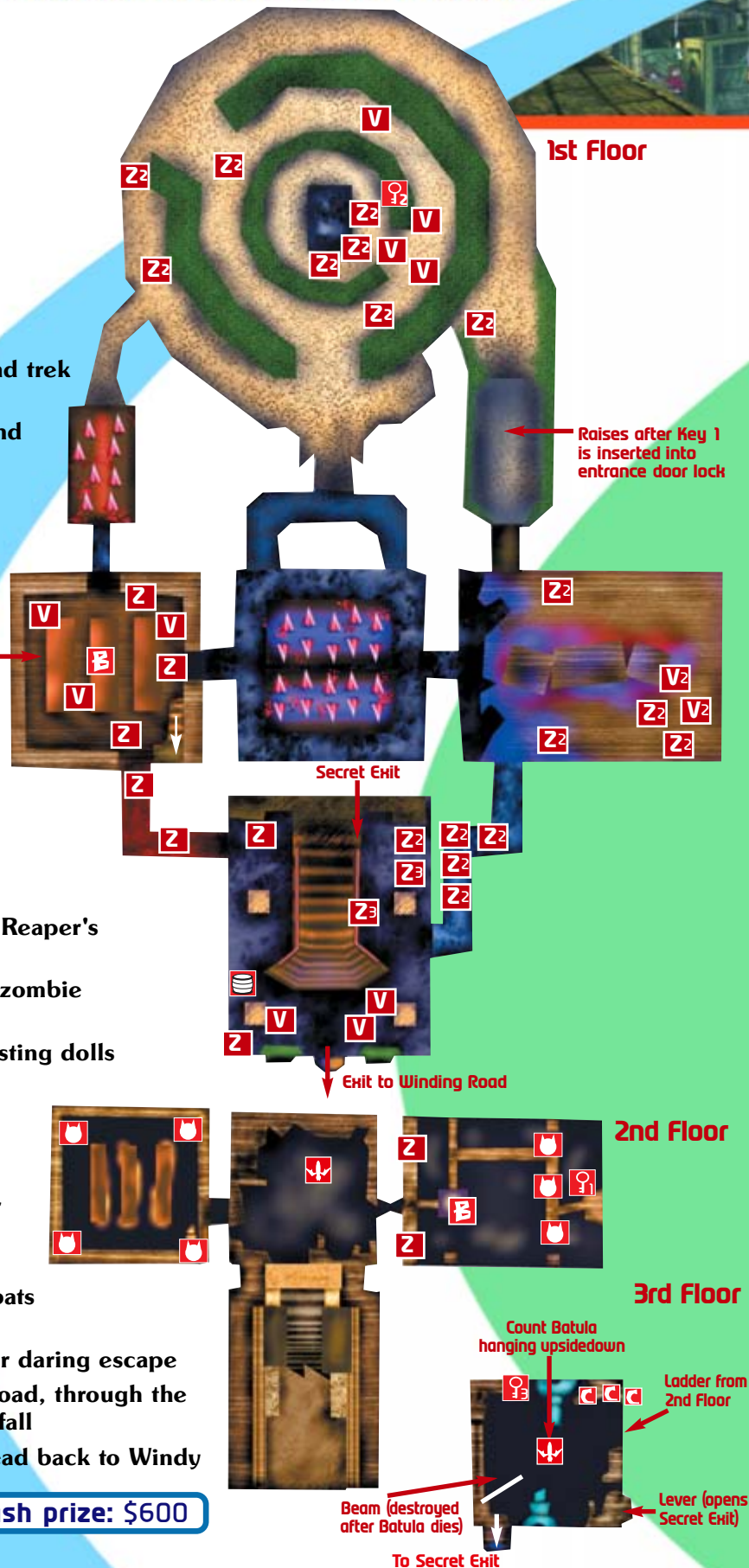




### CHECKLIST: SPOOKY

- 1 Endure Queen Bee's blubbering and trek to the wasps' lair
- 2 Pocket the foul-mouthed moolah and enter the honeycomb hideout
- 3 Board the mini-gun and annihilate the airborne menace
- 4 Return the Queen Bee's hive and collect the juicy \$400 reward
- 5 Scale Windmill hill, chat to Mr. Barrel, and hand over your hard-earned dough
- 6 Tumble down the hillside and barrel through the boarded cave entrance
- 7 Paddle through Windy river and into Spooky cavern
- 8 Hoist the lever and open the cemetery gate
- 9 Graciously accept Gregg the Grim Reaper's shotgun gift
- 10 Enter the graveyard, obliterate the zombie hordes, and unlock the path ahead
- 11 Slalom up toward the mansion, blasting dolls and dodging Skeletal Worms
- 12 Cross the threshold, enjoy Count Batula's hospitality, and take to the air
- 12 Sling villagers into Batula's grinder for a liquid lunch until your host is toast
- 13 Using the crossbow, brutalize the bats in the rafters
- 14 Locate all three keys and make your daring escape
- 15 Roll Mr. Barrel down the winding road, through the cemetery, and up the bloody waterfall
- 16 Stash the cash in Hungover and head back to Windy

Total cash prize: \$600







## BFD: SPOOKY

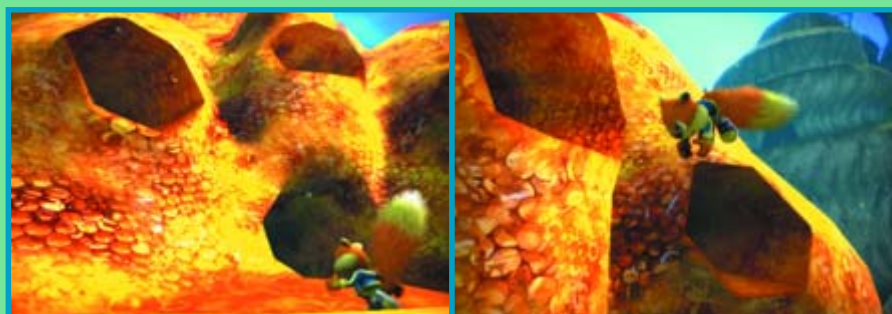
### Part 1: Wasp's Revenge



As you leave Poo Mountain, Conker catches a glimpse of some kind of scuffle breaking out over at the wasp hive. Traipse down the hill to the left, cross over the footbridge, and interrogate the Queen Bee nearby for the full lowdown. Seems that the wasps have pilfered the Queen's hive-mounted mini-gun and hidden it deep inside their den.



Stick to this side of the stream and head left, past the "Wasp/Bee" signpost you encountered when you first entered Windy. Grab the Tail Thingy and continue along the little yellow path as it follows the route of the stream. Jog up the hill, passing the barbed wire fencing to the left, and bludgeon any Odd Little Imps you encounter.



Stick to the path and you shortly arrive at the entrance to the yellow wasp hive. Before swaggering inside and tackling the Queen's mission, glance up at the hexagonal hole above the door to the left. Position Conker directly below the hole, then crouch-jump and helicopter up to reach it. Mosey down the dark passage and you emerge back outside, facing Windy again. From here, the entrance into the wasp hive is below and to the right. However, the goal is to reach the hexagonal opening directly above the entrance. Crouch-jump off the ledge and immediately activate your helicopter



tail. Quickly steer Conker sharply to the right and you should make the hole. If you miss and crash to the ground, return to the first hole and try again. Once you've reached your target, walk along the passage and grab the \$100 you encounter when your re-emerge outside.



Next, return to the hive entrance and scurry inside. Scamper along the winding honeycomb path, taking out the Odd Little Armored Imps, and avoid tumbling into the honey on either side. As you reach the Queen Bee's hive, the mini-gun activates, ready for you to clamber inside—walk up to the blue mini-gun symbol on the ground and Conker hops in automatically. Use ← and → to swing the turret left and right, raise or lower your weapon with ↑ and ↓, hold (R) to fire, and hit A to dismount at any time.







Shortly, a battalion of wasps storms your position from the air. Set them in your sights and blast them to smithereens before they can move in for the kill. Keep an eye on the blue radar at the top of the screen to locate the sting-happy pests with ease. Eventually, the wasps retreat in preparation for a second strike. After the Queen Bee's sudden appearance, prod

▲ to exit the turret, then turn around and grab the hive to hoist in the air. As the trio of bumbling wasps from earlier reappears, scurry down the walkway and back into the open. Provided you keep moving, the wasps can't catch you—slow down, though, and they'll impale you with their pointy bits.



Outside, race down the hill to the right, and follow the path all the way back to the Queen Bee. On arrival, Conker launches the hive through the air, ready for her majesty to mount the cannon herself. Once the wasps are taken care of, the Queen awards you with a wallet-pleasing \$400, taking your grand total up to \$2,110.

### Part 2: Mr. Barrel



Cross the stream, using the wooden footbridge nearby, and make a left, following the grassy pathway as it winds around the tall hill toward the windmill at the top. As you approach the mounds of earth dotted liberally along your route, jump and helicopter over them to avoid being tossed off by a huge, pink worm. At the summit, amble toward Mr. Barrel and hand over your hard-earned cash. Provided your assets stretch

to \$2,110, he offers you a ride and flops to the ground in anticipation—if not, you need to backtrack across previous levels and pocket every last filthy banknote before proceeding.



Stroll over, jump on top, then race back down the hill, using ● to steer the barrel and squishing the worms as you go. At the bottom, Conker loses control, and the barrel careens through the air past the beehive and straight





## BFD: SPOOKY

through the boarded-up hole down-stream. When the squirrel finally comes to, night has fallen, and Windy is cast in shadows. Wander down to the wooden footbridge and jump off the left-hand side. Paddle along the stream until you reach the now-accessible passage at the end and swim through.

### Part 3: Mr. Death



As Conker swims into the tunnel, a sudden rockslide seals the entrance behind him. Start traipsing through the suspiciously red water, batting the brains out of the demonic dolls you encounter. Continue straight on at the junction and plunge out of the passage at the end.



Back in the open, swim to the left and hop out onto the nearby bank. Dish

out some more destruction to the zombified dollies, then clamber up the steps of the broken bridge. In the distance, you can make out Gregg the Grim Reaper scything recklessly on the bank ahead. Leap into the water and paddle over, swimming against the current as you go. Up on the bank, you overhear Gregg muttering to himself while he tries to cut the water-bound Catfish to size.



Climb the cobbled slope and meander up to the cemetery gates. For the moment, they're locked tight, so you need to find a way to get them open before proceeding. Look down into the water to the right and you spot a stone gargoyle guzzling the blood-red liquid on the wall. Dive down and swim through his open maw. Paddle along the tunnel until Conker emerges back in the passage with the sealed-off exit. Jump off the ledge and aim Conker at the lever directly ahead—as it sinks under his weight, the huge doors outside swing open.



Splash along the passage and take a right at the junction, traipsing all the way back to Gregg. After the skeleton finishes his tirade on the undead, hit **B** to grab the shotgun—ideal for some impromptu zombie hunting. Scurry back up the cobbles and step through the gates into the graveyard. Cut through the creeping mist and follow the path as it winds around the crumbling gravestones.







A little way into the graveyard, Conker is ambushed by a moaning horde of squirrely zombies. Press **B** to whip out your shotgun and get to work on their rotting hides. When dealing with the undead, always click **R** to switch to the over-the-shoulder perspective for increased aiming accuracy. To fire, hold down **RB** to activate laser targeting, line up the red beam against your festering foe's head, and release **RB** to let it rip.

### TIP

Headshots are the fastest, most-effective way to deal with your undead opponents—a single bullet to the brain stops the rotting rodents in their tracks. A shot to any other part of the body merely stuns your enemies momentarily while repeated lead pumping tears their torsos in two. This won't stem their onslaught, however, effectively doubling the number of hungry targets baying for squirrel blood.



Once all 15 zombies have been dispatched, march to the very end of the path and greet Gregg as he materializes in front of the gargoyle-flanked gateway at the far side of the cemetery, finishing off the remaining enemies that rise from the earth as you approach. The diminutive death-bringer thanks you for your assistance (in his own inimitable way) and sends you packing through the doors, with a warning ringing in your ears.



Beyond the gates, a long, narrow pathway snakes upward to a gloomy-looking mansion, silhouetted ominously in the moonlight, atop the hill. Immediately whip out your shotgun and send a bullet through the head of the oncoming demonic doll before proceeding farther.

### CAUTION

Along with the possessed dolls, the route is infested with Skeletal Worms that pop out of the ground as you approach. However, unlike the worms on the path to the windmill, there're no earth mounds to indicate their whereabouts, making it very difficult to avoid them as you wind upward. This can be especially frustrating, thanks to their tendency to clamp hold of Conker before swinging him violently around and sending him sailing through the air—usually to his death over the edge of the walkway. The only surefire way of making it safely to the top of the hill is to walk extremely slowly along the path, giving you plenty of time to react as the worms appear. When they do, either fire a shotgun shell or use your helicopter tail to float off the edge of the path and dodge around them safely, taking care of the next batch of demonic dolls as your feet touch down again.







## BFD: SPOOKY



Proceed up the road, dodging the Skeletal Worms, until you reach the steps of the old mansion. With thoughts of his inheritance in mind, Conker knocks on the door, ready to meet his illustrious ancestors.



### Part 4: Count Batula



After a hearty meal with his host, Count Batula, Conker awakens to find he's not quite feeling himself. In fact, at the hands of his great-great-great-great-great-grandfather, Conker's become more bat than squirrel. The count commands Conker to bring him the villagers storming the mansion so that he might drink their blood. Take to the air and prepare to go hunting.

#### NOTE

In bat form, hit **B** to launch upward from the ground. Once airborne, use **L** to move Conker forward or backward and strafe left or right. **R** enables Conker to turn on the spot and dip up or down when in motion, and altitude is adjusted using **B** to rise and **A** to fall. Finally, **R** fires a glob of guano from Conker's batty buttocks, knocking out anyone it hits.



While there are villagers running amuck all around the house, the easiest way to complete this task is to concentrate on the ones in the library to the right of the grinder room and in the main hallway ahead—the garden to the rear is swarming with villagers, making it tricky to avoid their attacks.

#### NOTE

Close in on a villager, and your sonar starts pulsing violently. With your target in sight, fly overhead and let rip with the poop to stun your prey. Immediately swoop down to automatically clasp hold of the victim before he has a chance to awaken. One your quarry is in your grasp, return to the grinder room and Conker automatically drops him to a squishy doom. Avoid flying directly into the grinder yourself, though.

#### TIP

All villagers attempt to fire their stake guns as you close in. A successful strike knocks off a chocolate, sending you tumbling to the ground—hang back and dodge the projectiles from a distance. When villagers pause to reload their weapons, take advantage of the situation and fly over to cover them in crap. Avoid tackling villagers when they're huddled in groups—it's virtually impossible to dodge attacks from multiple sources in your immediate vicinity. Simply wait until a party separates, then move in for the kill.





**TIP**

Don't fret if you start taking hits. Simply return to the grinder room and hunt out the platform in the right-hand corner of the rafters above Count Batula's head. You find three pieces of chocolaty nourishment to see you through to the end of the task here.



As you feed villagers to the count, he slowly starts filling up, and his perch begins straining under his weight. After he's guzzled the blood of his seventh victim, the cable snaps, and Batula plunges into the grinder, putting an end to his evil reign. With granddaddy out the way, Conker assumes squirrel form again, landing safely on the platform above.

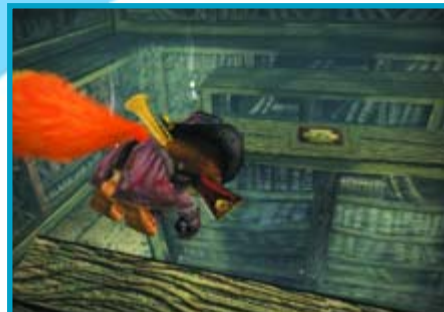
## Part 5: Zombies



Conker isn't out of danger yet, though—hordes of zombies and angry bats storm the castle. Push **B** to equip your shotgun and eliminate the zombie staggering toward you. Next, follow the ledge counterclockwise around the grinder room until you reach the doorway to the right, leading into the library.

**NOTE**

If you get killed during this section of the game, you restart in front of the main doors in the hallway, surrounded by rampaging zombies. The doors are now sealed shut—you need to locate three keys around the mansion to crank them open again. To return to the upper levels of the house, hop over the shambling undead, climb the grand staircase, and take the door to the left into the grinder room.



Inside, helicopter over to the middle bookcase in the center of the room and hit **B** when you reach the Context Sensitive Button to equip the crossbow. Immediately click **B** to switch to the over-the-shoulder view and set your sights on the four bats that flap toward your position from each corner, bringing each down with a well-aimed arrow. Bats dive bomb and attack Conker while he attempts to carry keys around the mansion, so it's vital you clear the area before proceeding.



Return to the upper floor of the grinder room and follow the ledge to the left, all the way around to the opposite side of the room. Pass through the hole in the wall as you reach it and stroll into the dining area. Inside, obliterate the zombie to the left, then amble out across the beam toward the center of







## BFD: SPOOKY

the room. Hit **B** as you reach the Context Sensitive Button to equip the crossbow, then skewer the three bats that close in on your position. Next, turn left and follow the wooden walkway as it winds through the rafters toward the platform on the far wall housing the first key.

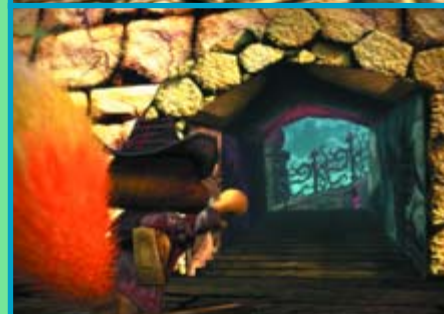


Grab the key, then rush back to the library—it's not possible to jump holding a key, so you need to make a slight detour to avoid the gap in the grinder room's ledge and reach the entrance hall. With all four bats safely out of the way, carry the key along the walkway running counterclockwise around the room. Descend the stairs, dodging the zombies at the bottom, and take a left. Another left points you in the direction of the passage leading toward the main hallway. Scoot down the passage and take a right as you enter the foyer. Quickly wind through the stumbling mass of zombie squirrels and scramble toward the front door. Conker automatically pops the key in the lock and turns it, raising a stone walkway outside and enabling access to the garden.



Now that your hands are free, quickly retreat to the central staircase, face the lower level, and whip out your shotgun. It's much easier to clear the room of

marauding undead fur balls from this vantage point. Spend some quality time clearing the foyer, then return to the front door. With your back to it, walk over to the right-hand wall and dive into the corridor a little way ahead. Navigate the zombie hordes, either decapitating their furry heads or helicoptering straight over.



As you emerge in the dining area, equip the shotgun—if it isn't already—and pick off the zombie inhabitants. Cross to the other side of the room and plunge through the doorway into the garden. Gingerly navigate the teetering stone walkway and amble around the corner to the left. Immediately plug a shell into the zombie ahead, then crouch-jump and helicopter on top of the hedge maze nearby.







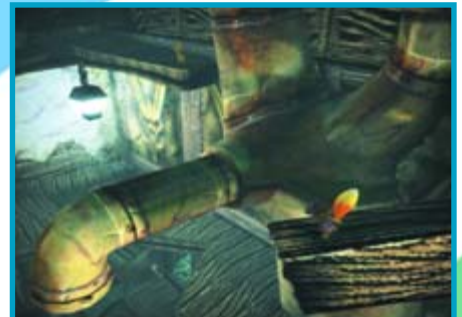
From this high vantage point, you can easily locate the next key in the center of the maze, close to the tomb. What's more, you also have a great view of the zombies milling around below. As they can't harm you from this position, run back and forth along the top of the hedge maze and pick them off one by one. Once the coast is clear, hop down and grab the key near Count Batula's tomb.



Backtrack across the stone bridge and through the dining room until you reach the entrance hall again. If you obliterated all the zombies on your first journey, feel free to take it leisurely; otherwise, dodge around any outstretched undead arms as you scurry to the front door. Pop the second key into the lock to reveal a ladder on the upper level of the grinder room. A fresh wave of zombies slinks from the ground as the key turns, so be prepared to make a run for it, straight up the grand staircase.



At the top, take the left entrance into the grinder room and navigate the wooden walkway, traveling clockwise around the room. As you reach the right-hand wall, you should spot the new ladder leading up into the mansion's attic. Grab on and start clambering up. At the top, helicopter over to the platform on the left and grab the three chocolate pieces. A second platform lies to the right of the ladder, so helicopter over when you're done. Walk to the end, then crouch-jump and helicopter up to the walkway overhead. There's an enormous bone-shaped lever in the wall a little to the left, so latch on and give it a good yank.



Once the two remaining doors have opened below, return to the platform sporting the three chocolates. Walk to the end, approaching the huge, rusted faucet mounted on the wall. Look down and you should spot a smaller plank of wood jutting out above the grinder. Jump carefully down, then helicopter over to the Y-shaped pipes to the right. From here, crouch-jump and helicopter around to the little wooden platform housing the third and final gold key, to the left of the vertical pipes. Hoist it into the air and scurry along the ledge as it winds counterclockwise around the room.



Scamper through the doorway at the end of the walkway to emerge beneath the grand staircase in the main foyer. Swing right and dash toward the front door, dodging the zombies as you





## BFD: SPOOKY

go. With the third key in place, the front door finally opens, granting Conker his daring escape. However, there seems to be one last obstacle blocking his pathway to freedom.



with outside, drastic measures are called for. Quickly dodge the undead and approach Mr. Barrel, who's been waiting in the shadows against the left-hand wall of the main foyer all this time. Hop on, then steer Mr. Barrel over to the front door, squishing any resurrected rodents that get in the way.



Outside, start barreling down the hill, blasting through the bony burrowers, and guiding Conker diligently along the winding path. Anticipate corners and turn slightly before the curve to increase your chances of survival. The pathway is surprisingly accommodating, provided you react quickly to bends as Mr. Barrel picks up speed.

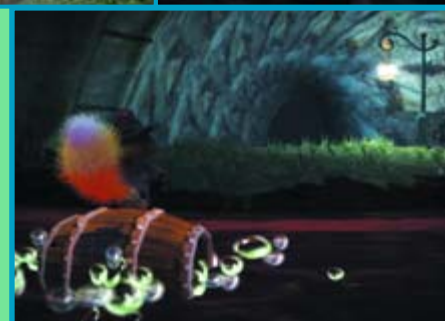


### Part 6: Mr. Barrel



With the zombies bearing down on Conker's position and an entire hillside of ravenous Skeletal Worms to contend

At the bottom of the hill, roll through the gate and back into Gregg's graveyard. Wind down the pathway and out of the main cemetery gates. From here, teeter right and swerve down the cobbled incline. At the bottom, plunge into the blood-red waters and marvel as Mr. Barrel manages to stay afloat. Swing to the right as you splash down and skitter toward the gushing waterfall in the wall. Mr. Barrel's amazing properties let you roll right up and into the cave mouth above. Guide your tumbling steed toward the small, green island nearby and hop off as Mr. Barrel crashes into a thousand tiny pieces.

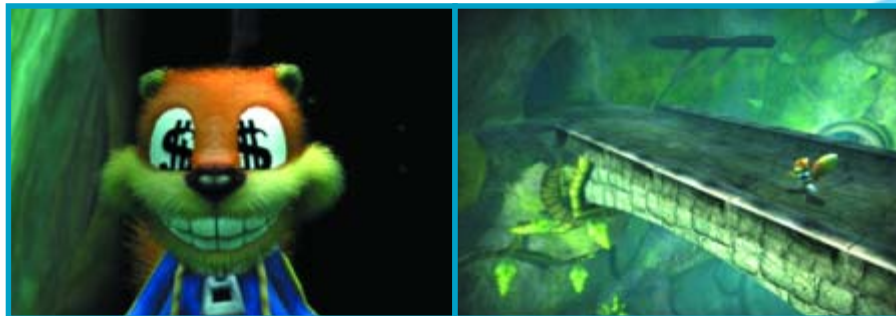


### NOTE

*If you mess up and lose Mr. Barrel before reaching the bottom of the winding pathway outside the mansion, you need to return to the old house and grab a new barrel from the hallway for another attempt. However, once you've managed to reach the cemetery, you can claim another Mr. Barrel from outside the main gates, at the top of the cobbled incline.*







Walk along the grass and through the hole at the end of the cavern. Somewhat unexpectedly, you emerge beneath the waterfall from the beginning of the game. Grab the cash and leap into the depths below. Once the pipe deposits you back onto firm land, hike up to the gargoyles' bridge and scramble through the rock opening on the other side. You're back in twilight-hued Windy again, but don't get too comfortable just yet—it looks like Conker's bad fur day is about to get much, much worse. Hope you've brought your khaki pants.

## BFD: IT'S WAR

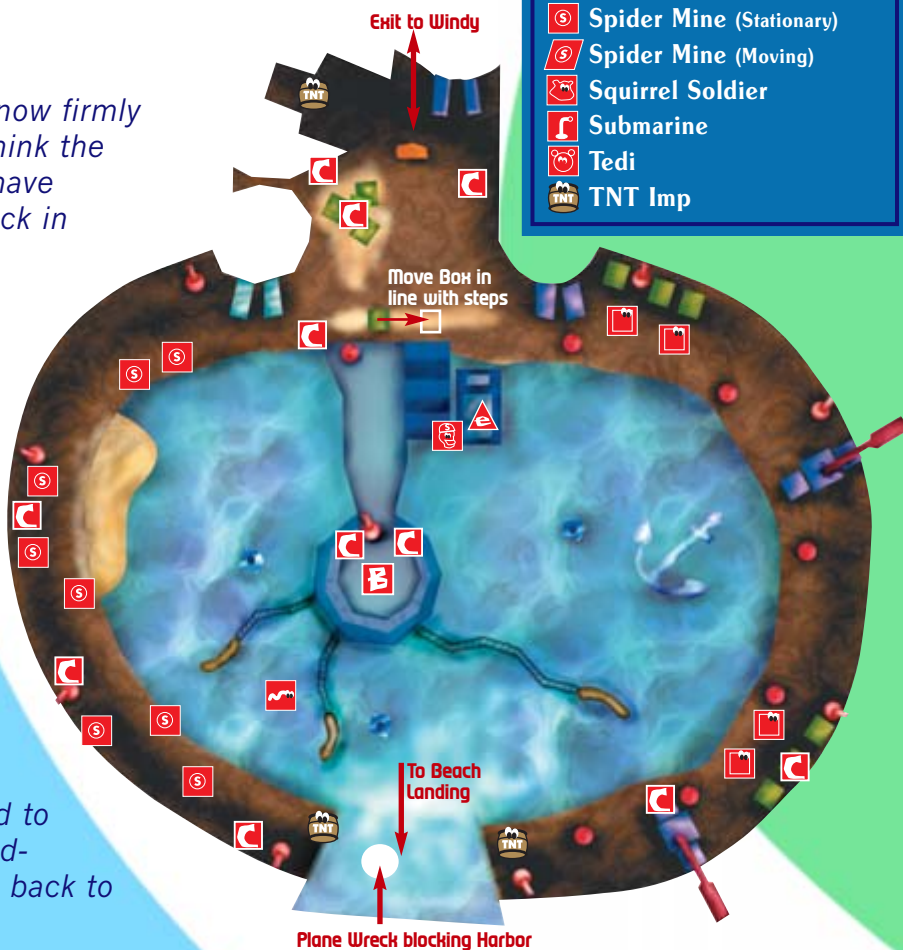
### THE NUTTY GRITTY

With Conker's ancestral legacy now firmly consigned to the grave, you'd think the buck-toothed blunderer might have earned a nice rest. However, back in Windy, they're rapidly running out of reinforcements in the war against the Tediz. Predictably, Conker lands himself in the thick of it, ready for one final assault on the Tediz' island base.

If you thought Spooky had your trigger-finger flailing, you haven't seen anything yet. Alongside the myriad booby traps, this level is stuffed with blood-crazed Tediz—all waiting to shred, skewer, and otherwise blast Conker into extinction. You need to go from furry philanderer to cold-blooded killer if you plan to get back to home to Berri in one piece.

### What in the world...

- Starting Point
- Chocolate
- Context Sensitive Button
- Content Sensitive Lightbulb
- Dead Squirrel
- Flamethrower Imp
- Gun Turret
- Jumping Crate
- Laser Wire
- Little Girl
- Lock
- Mad Doctor Tedi
- Mad Doctor Tedi Boss
- Paratrooper Tedi
- Sergeant
- Spider Mine (Stationary)
- Spider Mine (Moving)
- Squirrel Soldier
- Submarine
- Tedi
- TNT Imp







## BFD: IT'S WAR

Survival requires pin-point accuracy, and headshots are vital if you want to obliterate your furry foes quickly and efficiently. Use Conker's first-person viewpoint extensively for the added aiming boost. Of course, you must also face the exploding Spider Mines, radioactive goo, insane Tedi Doctors, and the something nasty lurking in the basement. Best of luck soldier—you're going to need it.



### CHECKLIST: IT'S WAR

- 1 Be subverted by propaganda and enter It's War via Windy
- 2 Yank the lever, restoring power to the allied base
- 3 Detonate two flatulent TNT Imps on either side of the harbor to shift the downed plane
- 4 Chat to Sarge and get drafted, involuntarily
- 5 Swerve up the beach, dodging the Tediz' lethal gunfire
- 6 Shoot the lock and enter the bunker
- 7 Slink down booby trapped corridors and annihilate the Mad Doctor Tediz at the end
- 8 Seize the Gun Turret, obliterating the marauding Tedi menace



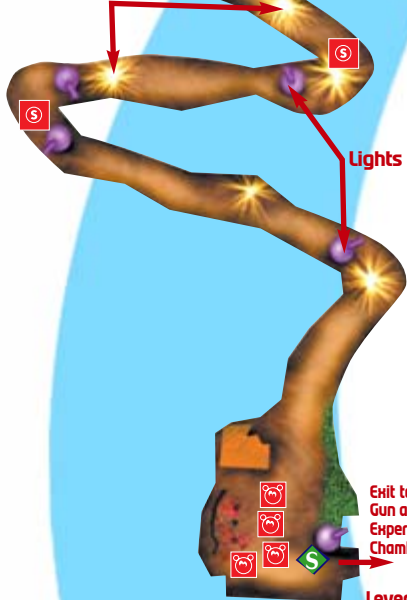


# Conker™

## LIVE & RELOADED



Bomb Impact Spots



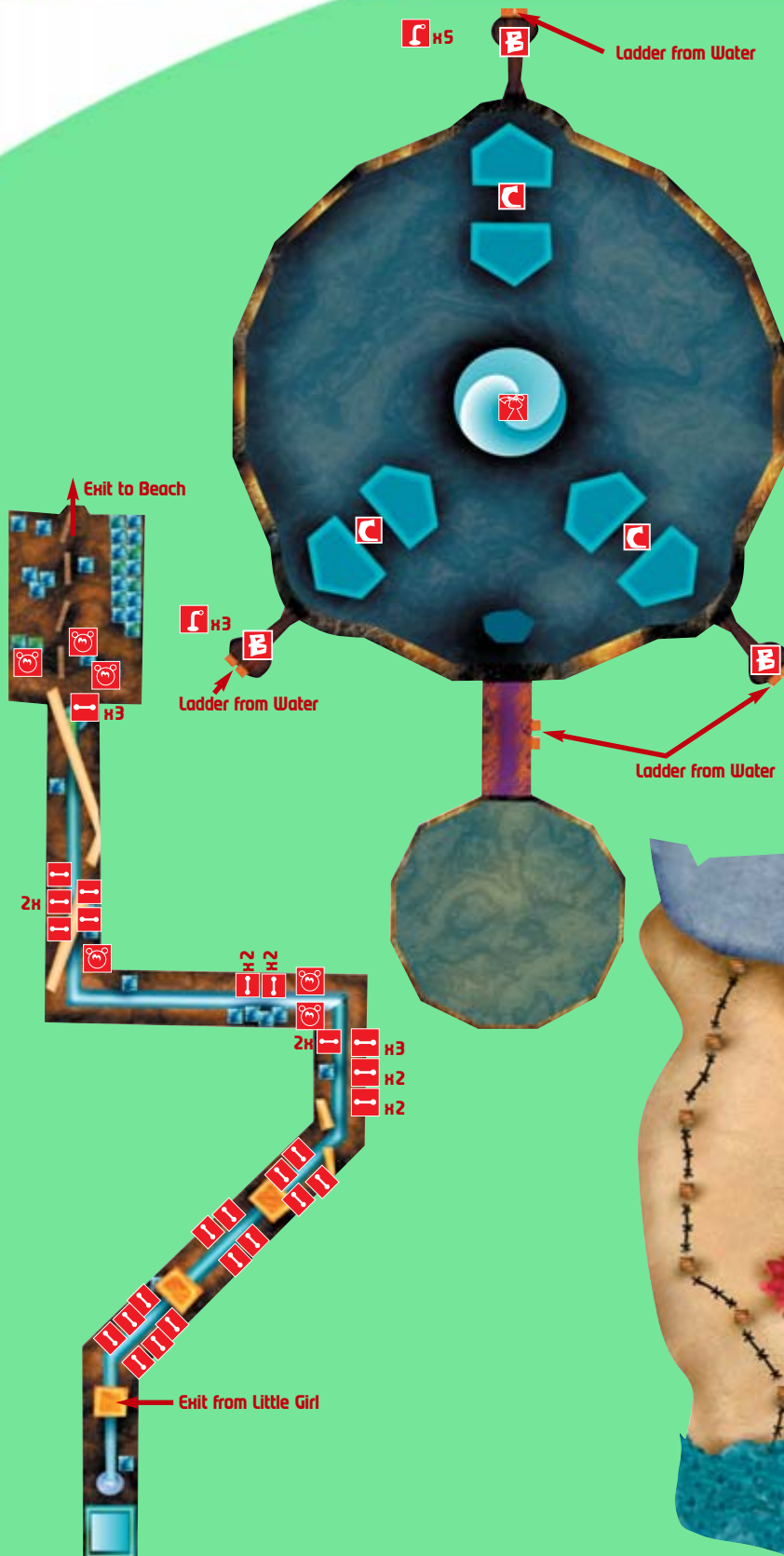
Lever opens Tower Gate





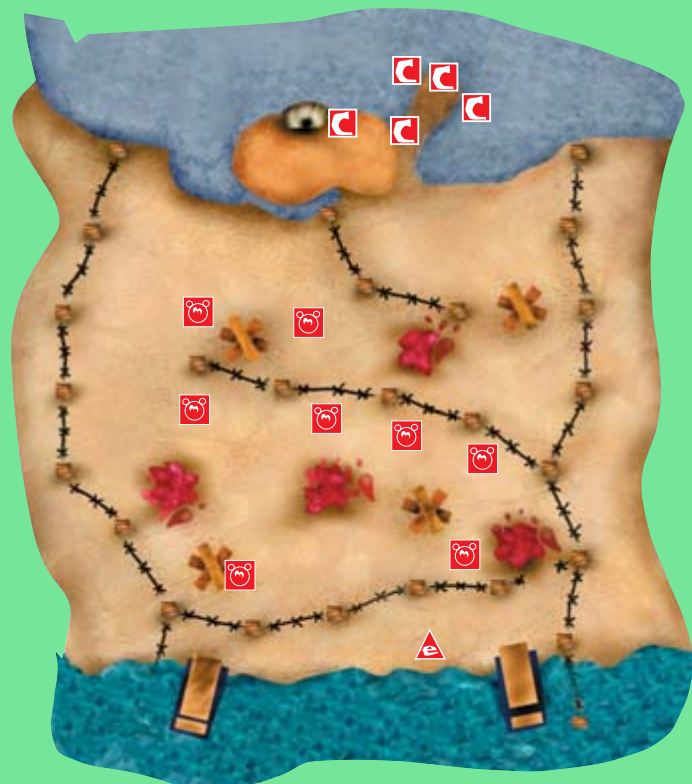


# BFD: IT'S WAR



- 9 Rescue Private Rodent from the firing squad
- 10 Move deeper into enemy territory, using Rodent as a shield
- 11 Blow open the blast doors with your rocket launcher
- 12 Narrowly avoid the radioactive goo and open the path ahead
- 13 Steer the Class 22 Tank and topple the Tediz' guard tower
- 14 Locate the Little Girl and obliterate all approaching submarines
- 15 Destroy the Experiment from the comfort of your tank
- 16 Escape the Tediz' base before the self-destruct sequence hits zero
- 17 Ponder the horrors of war, choke back a tear, and return to Windy

Total cash prize: \$0





### Part 1: It's War



The Tediz are running rampant across the country, and Windy is in the grip of full-blown war. The newsreel calls out for new recruits to battle the escalating enemy threat—it looks like Conker's going to have to head for the front line if this bad fur day is ever going to end.



Back in Windy, slalom down the hill toward the signpost at the bottom and swipe the dangly Tail Thingy. Take a left and wander up the path past the barbed wire fencing. A little farther along, there's a huge stone structure with more barbed wire blocking the entrance. Helicopter over and wander through the door.

### Part 2: Power's Off



As you stroll into the area, a friendly fighter plane finds itself on the receiving end of some heavy enemy fire over the water and crashes into the harbor, blocking the gate. The Sarge appears and enlists your help in clearing the exit so the troops can move out as planned. First, you need to restore power in the facility.



Wander through the debris ahead and stop as you reach the big, metal crate perched on tracks, just prior to the stone jetty reaching out across the water. Immediately to the right, a thick power cable runs along the ground and over the harbor's edge into the water. Plunge over the side and swim toward the small, sandy bank farther along the harbor wall to the right. Clamber onto dry land and yank the nearby lever positioned alongside the ladder.

### Part 3: TNT



As the electricity comes back on, a Context Sensitive Button rises at the end of the jetty over the water—ignore it for the moment and climb the ladder. At the top, look to your feet and scout out the stone path winding through the mud. Follow it right, making sure you don't step off into the dirt. This helps you avoid the two Spider Mines that spring out of the ground, detonating if you get too close.



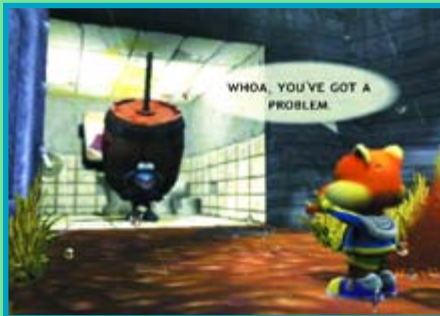


## BFD: IT'S WAR

Once past, return to the metal crate attached to tracks at the end of the jetty directly ahead. Start pushing forward and come to a halt when it sits directly in front of the steps leading down into the water to the right.



Your goal is to guide two Imps around the horseshoe-shaped harbor—one clockwise along the path and the other counterclockwise. At the end of each, leave the Imps next to the wedged airplane. When both are in place, some simple detonation is all it takes to send the plane sloshing out of the way. Start pushing the first TNT Imp to the right, moving around the harbor in a counterclockwise direction.



There's a ramp, immediately opposite the stone steps, that rises above the entrance you used to reach the area. Stumble up and take a left at the top. As you approach the bathroom door, a light bulb comes to life above your head. Hit **B** to summon the TNT Imp from inside the bathroom. Ignore the rancid fumes that escape behind him and stagger around to the Imp's rear.



Start pushing him down the ramp, toward the metal crate at the bottom. If all goes as planned, the Imp careens down the slope and stops as he hits your blockade. If the crate isn't aligned properly, the Imp tumbles down the steps and explodes into tiny pieces at the bottom. If your Imp goes AWOL, return to the bathroom door and help yourself to another.

### CAUTION

*This route is riddled with Spider Mines, so move with extreme caution. Mines that detonate next to Conker cost the squirrel one chocolate piece—catch a TNT Imp in the blast too, though, and you lose two. If this happens, you need to return to the bathroom cubicle and collect yourself another hapless helper.*

### TIP

*The stone path that you used after restoring the electricity is particularly handy here. Guide the Imp along this route through the mud as accurately as possible to avoid the deadly booby traps underfoot.*



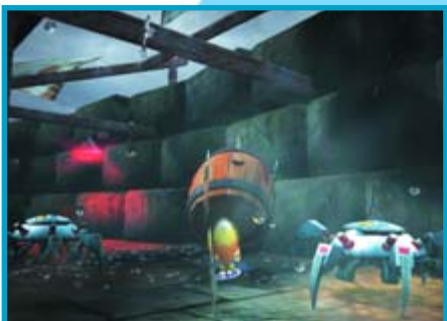


# Conker™

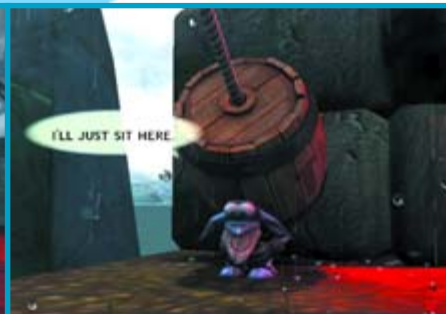
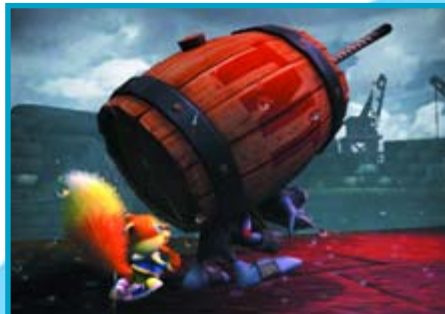
## LIVE & RELOADED



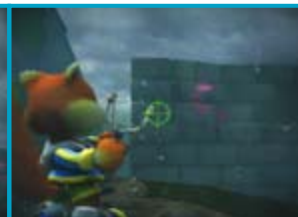
Walk slowly along the harbor, sticking close to the wall on the right-hand side. This ensures you miss the first two Spider Mines to the left. Immediately after the second, shunt the Imp over to the left-hand side, close to the water's edge. Two more Spider Mines rise to the right as you pass.



After mine number four, quickly push the Imp sharply to the right again—there's another Spider Mine waiting to emerge directly ahead, and the gap is quite tight. Stick to the right-hand wall and keep walking until you reach the next patch of red light illuminating the ground. From here on, walk very slowly to avoid accidental death.



Another Spider Mine springs up to the left, closely followed by one to the right. Immediately after the first, shove the TNT Imp sharply to the left to avoid blundering into the next. There's one last Spider Mine to the left, so swing sharply to the right-hand wall again and proceed along the harbor. As you reach the end, the Imp sinks his butt into the sand next to the plane.



With your Imp settled snugly, hop into the water and clamber onto the stone jetty leading out to the center of the pool. Stand on the Context Sensitive Button at the end and prod **B** to whip out your trusty slingshot. Aim the crosshair in the direction of the oblivious Imp and send a nut screaming toward the barrel on his back. The ensuing explosion blows a sizeable hole in one side of the plane. Now, it's on to the other Imp.



Return to the bathroom cubicle and guide another TNT Imp down the ramp, preparing to push him around the clockwise arm of the harbor. Two types of obstacles litter this route—twin sets of bouncing boxes and a large crate that slams down to the ground, crushing anything in its path.







## BFD: IT'S WAR

To navigate the hopping boxes, hang a little way back and wait for them both to leap over to the left-hand side of the path. They travel in a clockwise formation, so all you need to do is push the Imp along the left-hand path, ensuring you don't move too fast and straight under a box.



Stop immediately after the boxes and wait for the large, metal crate to slam down to the ground ahead. As soon as it begins to rise again, shunt the Imp through. The same set of obstacles is repeated again, so navigate through them once more and set your explosive Imp down at the end of the pathway.



Once again, splash down into the water and return to the Context Sensitive Button at the end of the stone jetty. Hit **B** to retrieve your slingshot and fire a nut toward the reclining Imp. One more blast and the plane sinks into the water, finally unblocking the harbor. Put away your weapon, then walk back along the jetty and down the stone steps to the right. Sarge congratulates you on a job well done and offers you a place in the platoon for the upcoming assault on the Tediz. How could you possibly refuse?



### Part 4: The Assault



As soon as the shell-shocked Conker snaps out of his daze, take a right and race along the sand, dodging the hail of bullets and matted fur. Follow the path as it zigzags up the beach between the hefty barbed wire fencing.

### CAUTION

The opposing Tedi army won't hesitate to kill you if given the chance, so hide behind the four large, metal structures along the path until the trigger-happy Tediz need to reload. As soon as the gunfire subsides, charge across the sand and take refuge behind the next chunk of iron debris. Dive in and out of cover all the way up to the fortress and you should make it unscathed.





# Conker™

## LIVE & RELOADED



At the gates of the Tedi base, Conker crosses paths with his last remaining ally. The squirrel points out the Tedi machine guns nesting over their heads and orders Conker to clear them out. When Conker turns back, the gaping bullet hole in his comrade's head confirms that our furry fellow is now on his own.



When the action resumes, hit **B** to lock and load your weapon, then pulverize the bloodthirsty bears gunning for you ahead. Scout out the crates in the shadow of the enemy stronghold and stock up on chocolates. Finally, return to the bullet-ravaged body of your last remaining friend and blast the lock off the nearby door to enter the Tedi base. Dispatch the ambush that spills from inside, then move through the door.

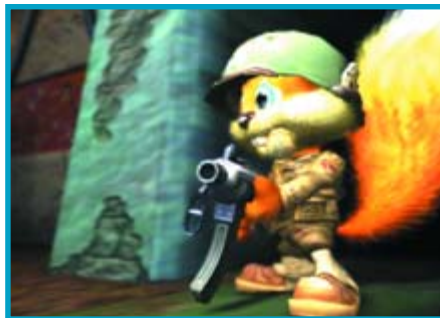
### NOTE

*Like the shotgun in Spooky, Conker's machine gun can bring down enemies with a single shot to the head. As before, hit **R** to switch to an over-the-shoulder perspective when firing to increase the accuracy of your aim. One major difference between this gun and other weapons in the game is its ability to be reloaded manually by hitting **X**. Always reload your machine gun in between combat. The seconds you waste swapping rounds in the heat of battle can often mean the difference between life and death.*

### CAUTION

*When tackling Tediz, it's always best to hang back and pick them off from a distance. Get too close and you'll end up with a nasty chunk of bayonet through your face. This can seriously knock off the chocs, so be very careful in close confines.*

## Part 5: Sole Survivor



Inside the base, four Tediz sneak out of sight, ready to spring a surprise attack on Conker. Sidle around the crates ahead, moving to the right. As soon as the Tediz come into view, grab your gun and blast the stuffing out of them.

When all four Tediz have been terminated, the metal door on the far side of the room slides open. The first of many deadly lasers blocks the route ahead. To navigate the lasers unharmed, press **B** to holster your weapon, hold **CD** to hit the deck, then crawl straight under.








## BFD: IT'S WAR

### CAUTION

*Not only do you risk getting a couple of roasted chestnuts from the lasers in this level, you take two points of damage from each hit. Be very careful around these traps and avoid any unnecessary daredevil antics—it's easy to get caught up in the bevy of beams and suffer a premature end as a result.*


Once past the initial set of lasers, prepare to tackle the next obstacle. Move against the right wall and scuttle beneath the first diagonal laser wire. Immediately come to a halt, then hit the left-hand wall. Conker can now pass under the next laser unscathed. There's a chocolate hiding around the next crate if you need it.



Continue along the corridor and pause as you round the next corner. Quickly draw your weapon, switch to first-person view, and advance cautiously. A Tedi bursts out from behind the first crate on the left. Have your reticle aimed at eye level, ready to pop some lead straight through his cranium as he appears. Two more war-crazed critters leap out from the stack of crates ahead, and one final foe emerges around the next corner. Don't forget to hit  after each confrontation to reload your guns for the next onslaught.



As you reach the next laser trap, train your gun sights on the area above the

crate stack beyond. Inch forward, then shred the Tedi that pops up for the kill. To navigate the laser wires, move in close, jump, then hit  again to activate your helicopter tail. Move forward and guide Conker between the lasers as you slowly return to the ground. On the other side, whip out your guns again and obliterate the Tediz that launch from behind the crate stack.



Around the next corner, search out the trapdoor in the ceiling above the steaming pipe. From this point on, rogue Tediz burst from these grates, ready to turn you into a Conker colander, so keep your eyes peeled. Edge forward and pummel the Tediz that plunge to the ground. Another angry critter pops up from the crate beyond the next two laser wires as you approach, so deal with him too.



Two more Tediz topple from the trapdoor on the ceiling between the laser wires, and another two emerge from the ceiling trapdoor around the corner. Proceed along the corridor and shoot them as you go. One final Tedi appears from around the crate near the elevator doors, toward the end of the

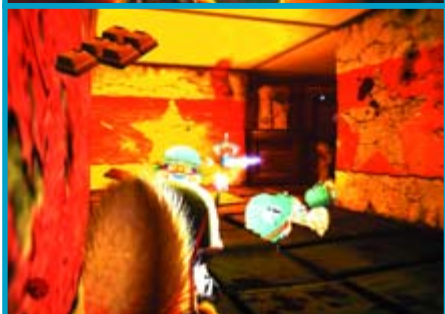
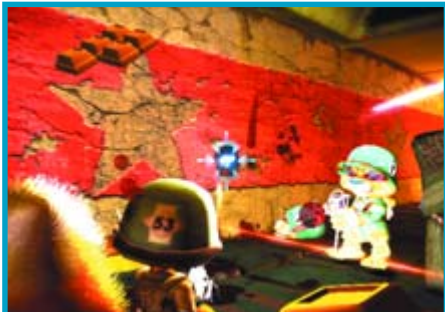




# Conker™

## LIVE & RELOADED

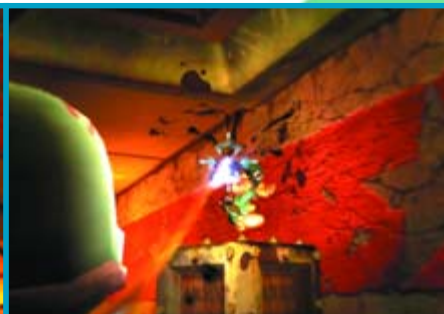
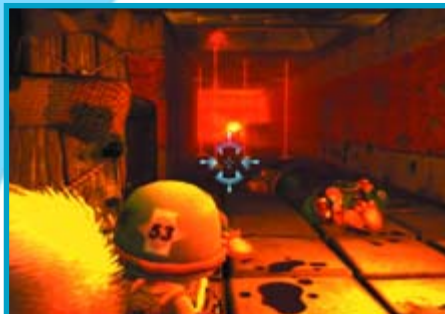
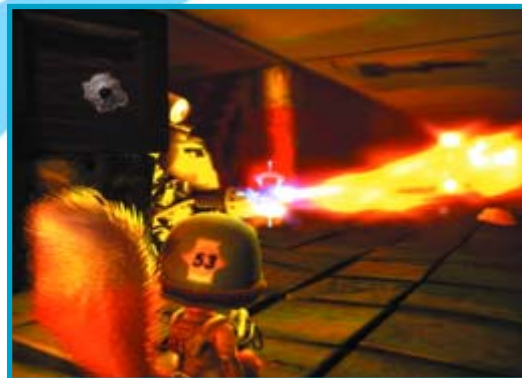
passage. Take him out and approach the elevator to sink deeper into the bowels of the bear-riddled base.



The doors slide open to reveal three laser wires along the route ahead. Jump the first two lasers and immediately whip your pistol out of your pants. As you touch the ground, an overhead trapdoor spews a couple more Tediz into your line of fire. Part their fur and hop over the next laser. Another Tedi runs out from around the crate on the left. Shoot him, then grab the two slabs of chocolate nearby. Make sure you're in over-the-shoulder mode and swing around the corner to the right. Massacre the two Tediz that charge on your position, then grab the chocolate behind the flaming barrel if you need it.

Flamethrower Imps hide in the alcoves along the next corridor. These armored annoyances are immune to your bullets, so concentrate on bypassing the red-hot jets that spew from their gaping nozzles instead. Hang back as the flames sweep across the opposite wall of the corridor, and wait for the fire to stop momentarily. As it does, charge past the Imp to

safety. On the other side, two Tediz leap from behind the crate ahead. Exterminate them, then navigate the two additional Flamethrower Imps farther along the passage. Activate over-the-shoulder mode as you pass the final Imp and splatter the four Tediz that sprint around the next corner.



Approach the four vertical laser wires ahead and massacre the Tedi that plunges from the trapdoor above. Walk diagonally between the three leftmost lasers. This way, you escape becoming fried squirrel and end up in the perfect position to pop some caps at the two Tediz that come from behind the crate ahead. Once their stuffing's shredded, grab the two nearby chocolates.



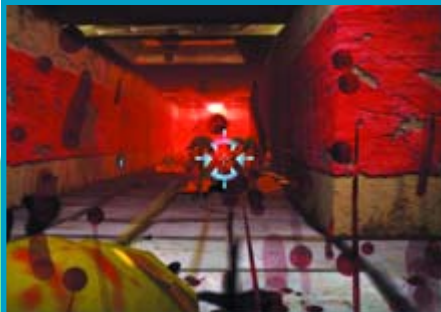
The next corridor features three laser wires grouped together, close to the ground. Two Flamethrower Imps straddle the first and last lasers, so timing is crucial here. Run past the first Imp when he puts his piece out, and helicopter over the wires. Make sure you land immediately to avoid having your furry face remodeled by the next Imp's molten jet. As you move down the corridor, avoiding a third Imp, five Tediz stream around the corner. Switch to first-person mode and split their seams.







## BFD: IT'S WAR



Don't sweat over the tangle of lasers ahead just yet. Instead, swing your sights on the two trapdoors lining the ceiling. Edge forward and toast the Tediz that drop from above. Next, scurry over to the lasers. The first two (horizontal) wires are low enough to hop over, and there's enough room beyond to land without scorching Conker on the next set. Tap **A** to clear the low wires, then simply walk under the next bunch, guzzling the chocolates if you need them. To clear the area, hike through the doorway at the end of the corridor.

Instead of firing bullets, these enemies hurl lethal syringes. Break out the big guns and show them who's boss.

**TIP**

*Conker has less chance of winding up like a fuzzy pincushion if he sticks to the doorway of the operating theatre. Your opponents don't home in on your position here—instead preferring to dash around aimlessly, occasionally flinging needles of death your way. Dodge the prickly deluge and take down the Tediz using your over-the-shoulder perspective.*

There's one last bear to brutalize when the other surgeons have been butchered. This boss skirts the outer edges of the room, slinging multiple syringes at Conker. Each successful hit knocks three blocks off your health, so using cover is vital.



**TIP**

*This boss is actually easier to tackle in standard third-person mode, as this gives you a much better vantage point of the surrounding area. Stick to the center of the room and dodge in and out of the tables to launch red-hot lead at your opponent. As he moves around the area, adjust your position so that there's always plenty of scenery between you and your foe—this should stop you from receiving a load of unscheduled jabs.*

## Part 6: Casualty Dept.



The Tediz' fiendish operating room is home to wild-eyed psycho surgeons.



After all the Mad Doctor Tediz are dead, approach the squirrel soldier strapped to the electric chair in the corner of the room. On command, tuck away your weapons and yank one of the switches next to him. It doesn't matter which—his fur will fry regardless. Once the smoke has cleared, pull the other switch and charge through the door.



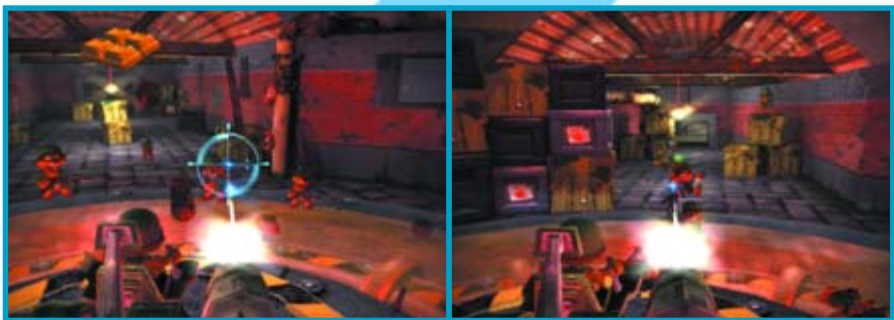


# Conker™

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Decimate the Tediz patrolling the next area, then charge down the corridor. At the gun turret, take a left and scurry to the sealed door at the end of the passage. When your unseen opponents start banging on the door, quickly backtrack to the turret and hop in, stuffing your face with chocolates on the way, if necessary.



As you take your seat, Tediz begin spilling through the doorway—use the turret to take out all 32 blood-thirsty bears that charge down both hallways. First, eight Tediz blitz down the right-hand corridor, then another eight appear from the left. Finally, 16 crazed bears swarm down both passages simultaneously.

Once all your fuzzy foes are finished, hop down from the turret and head up the right-hand corridor, scampering through the now-open doorway at the end. There's not much happening in the deserted assembly room, so take a left and skedaddle out the door.



## Part 7: Saving Private Rodent



Conker stumbles upon a Tedi firing squad as he enters the clearing. All is not well, though—one of the friendly troops seems impervious to gunfire, presenting a bit of a problem for his enemies. While the Tediz are engaged in their fruitless fight, whip out your weapon and lay siege to the Tedi terrors.

### TIP

The firing squad won't notice you until you start shooting. The easiest way to take the Tedi gunners down is to switch to your over-the-shoulder view and take aim at their heads, blasting the leftmost Tedi first—his pockets are stuffed with grenades, so he's your priority target. Once he's down, finish off the remaining enemies before they know what's hit them.



When the coast is clear, approach the indestructible Private Rodent to learn more about his amazing combat gear. Next, start running along the canyon to the right, watching out for the crater-forming bomb that drops from above. As you round the corner to the left, Spider Mines home in on your position. Quickly dive behind Private







## BFD: IT'S WAR

Rodent, who's following you, and wait for the mine to plow into him—you should both remain unharmed.

### NOTE

*It's important to make sure Private Rodent is always close by as you traverse the next area. This ensures he's within reach to protect you from the marauding Spider Mines as they make their surprise attacks. Walk slowly and check his position frequently. If you run too far ahead, Private Rodent grinds to a halt and waits for you. To get him marching again, simply run back over and attract his attention.*

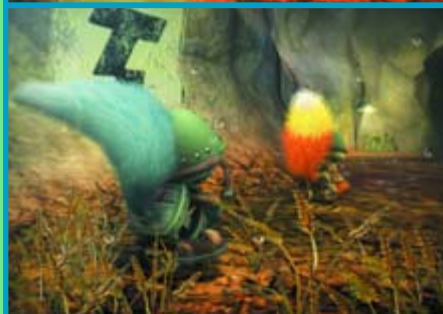
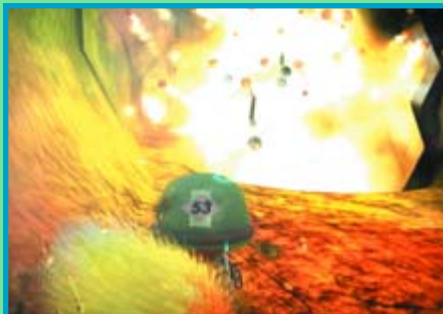
right. Just as you reach the second lamppost, another bomb plunges to the ground, so hurl yourself back when you hear the whistle of its descent. Spider Mine number three charges immediately after the crater—use Private Rodent to shield you as before.

Scamper around the corner to the left and dodge two more bombs that plummet to earth as you move along the passage. After a final Spider Mine, one last bomb drops as you approach the bridge.



Over the other side, Private Rodent goes off to wait by the blast doors while Conker figures out how to blow off the massive lock. Walk along the water's edge and cross out onto the little pier. From here, helicopter over to the little purple dingy and press **B** when you land on the Context Sensitive Button—Conker whips out a meaty-looking rocket launcher.

To open the blast doors, target your crosshairs at the four pulsing corners of the lock and fire at each. While you work, paratrooper Tediz tumble from the skies, so make haste.



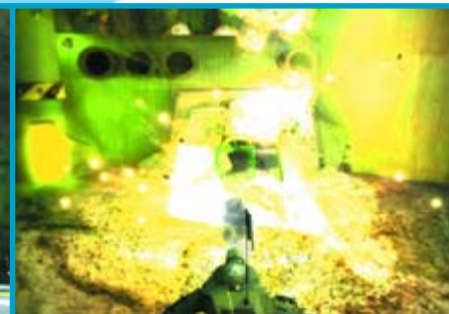
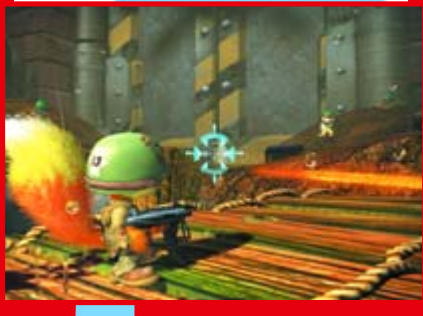
A second bomb drops from the sky a little farther ahead, so proceed slowly and helicopter backward to escape injury. Scurry past the new crater and round the corner to the





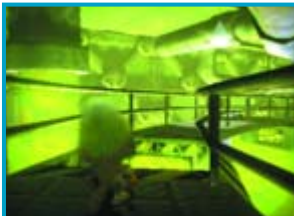
### CAUTION

*It's vital that you ignore the parachuting pests and blow the lock off as quickly as possible. Tediz continue falling until the door has swung open, meaning you can soon be overrun if you take too long. Don't even think about using your rocket launcher to dispose of the paratroopers once your task is complete—it's much too slow to deal with the enemy threat effectively. Once the lock is off, hop onto dry land and finish the Tedi deluge with your trusty machine gun.*



When the coast is clear, approach the huge blast doors and stroll through. Inside, charge up the hill to the left and hop into the Class 22 Tank. While in the tank, **L** controls your direction, **R** adjusts your turret, and **RE** fires a mortar. Guide the tank over to the small door opposite, marked with a radiation symbol, and blow it clean apart. Hit **A** to leap out of the tank, then run through your brand new hole.

## Part 8: Chemical Warfare



Walk down the corridor and drop off the ledge ahead. There's little of interest in the room, aside from the three bubbling vats of nuclear waste along the walkway with a Spider Mine lying in wait beyond each. To escape the mines, helicopter over the gap, then immediately leap back to the other side, luring the Spider Mine to its doom. Scamper to the end of the platform and yank the lever. As the toxic waste slowly rises, hurtle back over the pits and jump up the final ledge to escape an unpleasant end.

### NOTE

*If you die after removing the lock, Conker reappears on the bridge. The blast doors are still open, but only four Tediz are loitering with trigger-happy intent.*

## Part 9: The Tower

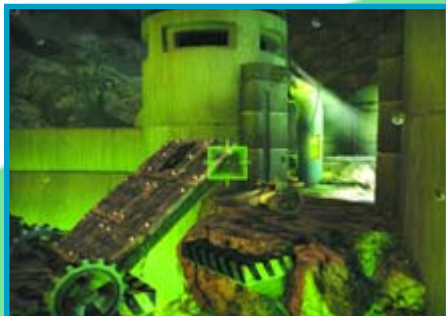
Back outside, clamber into the Class 22 Tank again and steer it through the now-open doors to the right. The next area consists of a narrow pathway winding around a large central watch-tower. In principle, your task is pretty straightforward—trundle along the ledge and blast the stripy, yellow base of all four legs on the tower to send it crashing to the ground.







## BFD: IT'S WAR



Unfortunately, things aren't so simple in practice. Firstly, four raised bridges need to be manually lowered before the tank can progress all the way along the pathway and gain access to each leg. Furthermore, if the watchtower's searchlight manages to locate Conker's position, the guards let rip with a bevy of bullets. Thankfully, you're shielded from the gunfire while in the tank, so wait until the searchlight swings past before hopping out and stomping on bridges.

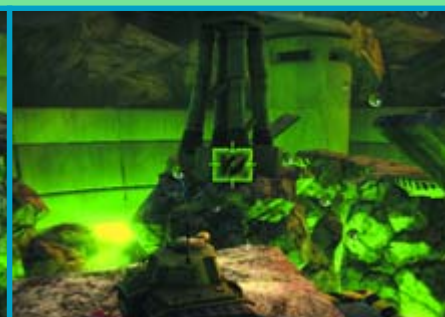


As soon as the spotlight swings away, hit **A** to leap from the tank. Next, helicopter over to the pathway opposite, sticking to the right side of the bridge. Quickly whip out your weapon and obliterate the Tedi that bursts from the ground, then climb the bridge and smack **B** upon reaching the Context Sensitive Button. Conker bursts into anvil form and slams to the ground, forcing the raised platform down.

### CAUTION

Take great care when navigating the precarious narrow walkway around the watchtower.

Regardless of whether you're on foot or in the Class 22 Tank, if Conker tumbles into the green goo on either side, you can kiss one of your precious Tail Things goodbye.



Quickly leap back into the tank and trundle across the bridge. On the other side, click **R** to switch to first-person mode and squeeze **LB** to launch a mortar toward the base of the tower's first leg. Hit **R** again to exit first-person mode and start winding along the path until you reach the next raised bridge. Swing your turret to the left and blast the second leg clean off the tower.

### CAUTION

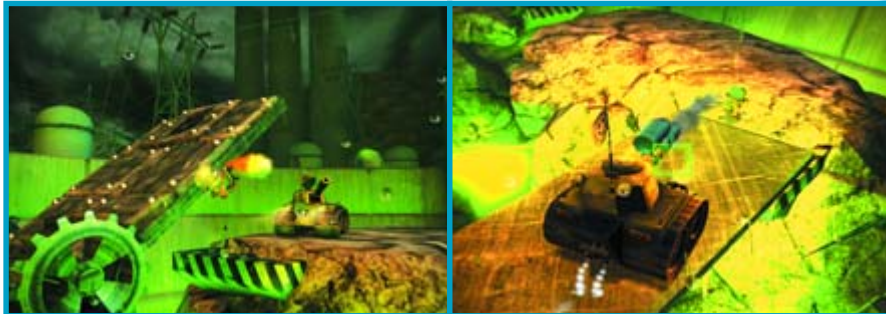
As you move along the route, Tediz tunnel from the ground in an attempt to hinder your progress. Approach in your tank, and your furry foes sling devastating grenades in your direction. It's vital that you either leap out of the tank and gun them down quickly when they appear or switch to first-person mode and blast them to smithereens before they have a chance to lob their weapons.





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When the area is clear and the spotlight is away from your position, jump from the tank and helicopter over to the other side of the bridge. Once again, hit **B** over the Context Sensitive Button to send it crashing to the ground.



Head along the pathway (disposing of Tediz), lower the two remaining bridges, and obliterate the tower's final two legs. Once the tower is destroyed, scramble across the collapsed leg, now wedged between the very end of the pathway and the central island, and hop down the newly formed hole.

## Part 10: Little Girl

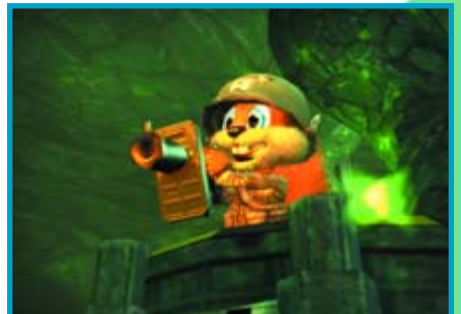


Once Conker touches down in the ominous-looking waterlogged cavern, amble across the bridge ahead. As you reach the central platform, a Tedi-controlled submarine surfaces, and its occupant starts eyeing you through its periscope. Continue into the center of the room and introduce yourself to the curious Little Girl wedged into the ground. Unfortunately, the conversation is cut short by the Teddifunkin U47 Intercontinental Ballistic Missile whizzing toward your head, courtesy of the submarine.

Immediately duck under the three archways dotted around the platform perimeter and swipe the bounty of chocolate snacks. Directly behind each archway, there's a small ledge



sticking out over the water, one of which is currently illuminated. This indicates that the attacking subs are stationed in this area at present. Quickly hike over and press **B** when you reach the Context Sensitive Button at the end of the ledge to whip out your rocket launcher.



Three submarines rise from the murky depths, one at a time, and sling a missile in your direction before retreating underwater seconds later. The missiles have limited homing functionality and make a beeline for the position Conker occupies on launch. The best strategy for wiping out your floating foes is to park yourself at the opposite end of the ledge to the Context Sensitive Button and wait for the sub to launch a missile into the air. Immediately dash back onto the button, smack **B** to hoist your rocket launcher, then squeeze **RB** to sling a well-aimed projectile in your enemy's direction. The submarine bursts into pieces, and the missile lands harmlessly behind you.







## BFD: IT'S WAR

**TIP**

*It's also possible to use the rocket launcher to blast the enemy missiles clean out of the sky before turning your attention on the subs themselves. Although effective, and potentially speedier than the dodge-and-attack strategy, this method requires a serious amount of razor-sharp shooting and isn't without its risks. The best time to take an oncoming missile out of the equation is just as it reaches the peak of its arc above. However, time your attack too late and Conker feels the force of the blast from both the enemy projectile and your own rocket, causing a total of two points of damage.*

**NOTE**

*If you screw up spectacularly and get a missile squarely in your face, the blast is likely to toss you head-first into the waters below. Don't panic, though. Calmly and quickly swim to the ladder leading back up to the ledge and clamber out to resume your attack. Speed is vital, however. If you dither too long, a fresh missile will come crashing down on your head, sending you sprawling into the murk once more.*



Once all three subs have been sunk, Conker tucks his rocket launcher away automatically, and the Context Sensitive Button deactivates. Return to the central platform and search out the next illuminated ledge behind one of the two remaining archways. This time, you face the wrath of two subs simultaneously. Use the same dodge-and-attack strategy as before (or your missile demolition maneuver, if you think your shooting skills are up to it) to bring down a total of five subs bobbing about the surface.



Finally, stuff yourself with chocolate if necessary and scurry to the last remaining ledge. Sink the seven subs that swarm your position in pairs, then hurtle back to the strange Little Girl in the center of the platform, ready to claim your reward.

## Part 11: The Experiment



While Conker wrestles to free the Little Girl, a familiar clang rings out as





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Private Rodent and the Class 22 Tank tumble from above. Unfortunately, Private Rodent arrives too late, and his cries prove futile as the ground begins to open at Conker's feet. Slowly, what's left of the Little Girl rises upward, attached to the half-Tedi, half-toddler monstrosity that is the Experiment.



Immediately locate the tank, which sits behind you on the platform perimeter, and leap inside. As soon as you're safely ensconced, the Little Girl activates the Experiment's mini-guns. Before they can do any serious harm to your vehicle, click **Ⓜ** to switch to first-person mode and blow them clean off. While the Experiment flounders in surprise, set your sights on the Little Girl, held high in the air, and separate the deadly duo with another mortar blast. As the Experiment scrambles around, hunting out his mistress, a large, red target is exposed on its back. Quickly line up your reticle and open fire.

### CAUTION

*If the Experiment locates the Little Girl before you land a successful strike on the target, the creature stops bumbling blindly and makes a direct line for your position. Immediately slam the tank into reverse and put as much distance between the behemoth and yourself as possible. As soon as you're out of danger, aim for the Little Girl again (making sure her bulky friend isn't shielding her with his metal claw) and attempt to hit the red target when she's blasted to the earth. If the Experiment reaches your position before the pint-sized psycho is detached, the Tedi wrenches the tank into the air and slings it to the ground, causing two points of damage.*

### TIP

*If you need a breather from the marauding monstrosity, park your tank inside one of the three arches dotted around the platform. Not only does this usually boost your choc count by one, it also affords a few moments to plan your next move. Whatever you do, though, crank up the speed as you leave your temporary shelter—the Experiment has a tendency to camp outside, waiting for you to re-emerge into the open.*



After you manage to hit the Experiment's target once, the Little Girl breaks out her next set of formidable weapons—this time, a glistening set of high-energy Inverted Magneto Lasers. Once again, switch to first-person mode and destroy them before they can dish out the damage. Next, aim for the Little Girl and fire a mortar at the Experiment's weak-spot as she takes to the air. Repeat the process one last time, decimating the duo's missile batteries before tackling the Little Girl and the creature's target. A successful third strike brings the Experiment crashing to the ground, and victory is yours—momentarily, at least.







## BFD: IT'S WAR

### Part 12: Countdown



With the Little Girl's plans for global domination in tatters, she whips out her regulation super villain auto-destruct remote and activates the four-and-a-half-minute countdown. Quickly jump down the hole at Conker's feet and head along the corridor. At the first set of lasers, squeeze **Ⓓ** to hit the deck, then crawl through until you reach the final horizontal beam. Get back to your feet and hop over. Navigate the next four beams by dropping to the floor again and shuffling under.

The third set of lasers proves to be a slightly more difficult obstacle. This time, line yourself up against the left-hand wall, just before the first beam. Hop into the air and activate your helicopter tail. While still airborne, quickly hover diagonally through the lasers toward the right-hand wall. Scoot over the last beam and plop to the earth safely.

At the next laser trap, clamber onto the crate to the left and carefully walk across, dropping off the opposite side. Use your helicopter tail to scoot through the large gap in the three horizontal beams ahead. Whip out your weapon before rounding the corner, then shred the stuffing of the two Tediz lying in wait.



Approach the next set of lasers and hop on the box to the left. Squeeze **Ⓓ** again and crawl around the right side of the upper crate, passing safely beneath

the beam. Draw your weapon and charge around the next corner, guns blazing. Annihilate the wheezing Tedi and mount the crate on the right. Crawl under the first horizontal beam you encounter, then immediately hop over the second, slightly farther along. The final laser trap is easily avoided—simply drop to the ground again and scramble beneath the lower beam.



In the next room, back where you first entered the Tediz base, approach the doorway to activate the impassable lasers. Quickly spin around and hit **B** to whip out your rocket launcher. Wield it with extreme prejudice and decimate the three Tediz that spring into action. When the doorway is clear, scamper through prepare for your final dash for freedom.





# Conker™

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Outside, swipe some much-needed chocolate and press **B** to pull out your machine gun. Start winding along the beach, zigzagging through the barbed wire, until you reach the shoreline and the safety of Sarge's boat. Be careful, though—the route is littered with Tediz, all wielding lethal rocket launchers. One hit from these beauties is enough to

blow Conker to pieces—proceed cautiously, with your weapon drawn and your finger on the trigger. As soon as an enemy wanders into your sights, finish him off with a bullet to the head.

## Part 13: Peace at Last



As Conker floats back to the mainland, the remaining company surveys the devastation left in its wake. While Sarge laments the horrors of war, the countdown finally reaches zero back on the Tediz' island. The fortress crumbles to the ground, wiping out the last few furry fighters and the psychotic dreams of the crazed Little Girl. Once the boat reaches the harbor, say goodbye to your comrades and hike through the exit,



back toward Windy. Good work, soldier—stand at ease.

## BFD: HEIST

### THE NUTTY GRITTY

*With the Tedi menace defeated and peace restored to the land, Conker faces one last tribulation on his journey home to the buxom Berri. After some touching goodbyes to Conker's war-weary comrades, the mobster boss has a final assignment for the smart-assed squirrel—infiltrate the Feral Reserve and clean out the entire wealth of Windy.*

*Strap on some flashy threads and slip on your shades for a serious sci-fi showdown as Conker and Berri make like The Matrix and bust some bad guy butts in Bullet Time. With some meaty munitions at your disposal, you slink through the air in sexy slow motion, whacking weasels on your journey to the vault. With the outer defenses demolished, there's nothing between you and a cool million dollars—nothing aside from a seriously peeved Panther-type King, a power-crazed Professor, and one fur-raising extraterrestrial encounter.*

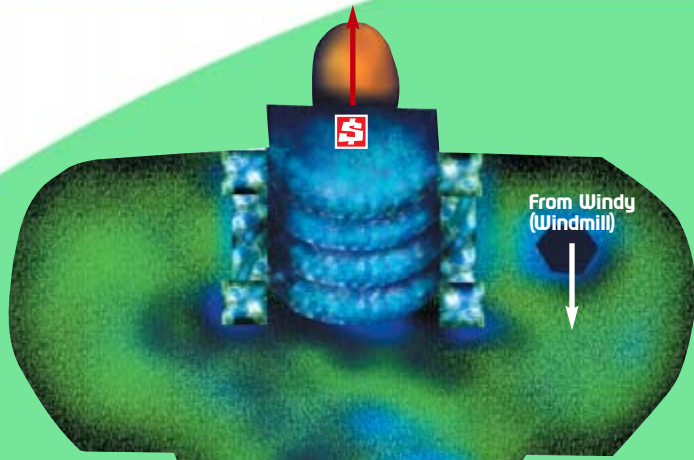
*Lock and load, keep your cool, and prepare for one heck of a climax as Conker's bad fur day takes a turn for the murderous.*










# BFD: HEIST

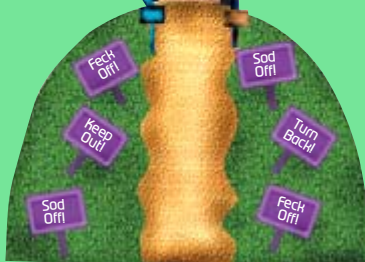


## What in the world...

-  Airlock
-  Context Sensitive Button
-  Lever
-  Panther-type King
-  Power-lifter Suit
-  Stack of Cash

Rope to climb  
after falling  
off bridge

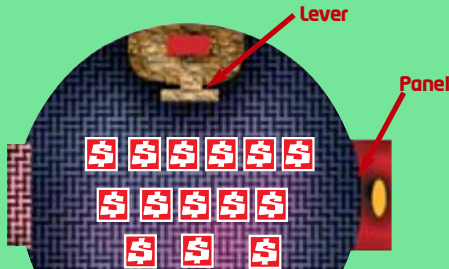
Plank breaks  
first time you  
stand on it



To Windy (Poo Mountain)



Airlock



Lever

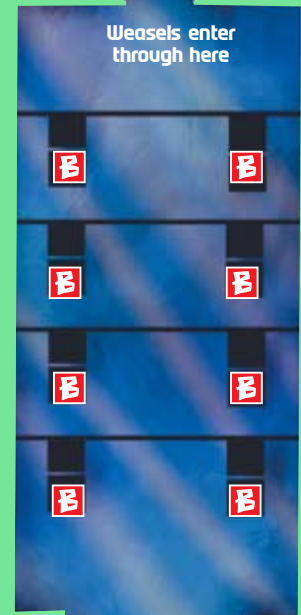
Panel



Elevator from  
Feral Reserve

Elevator  
to Vault

Weasels enter  
through here



From Rope Bridge





### CHECKLIST: HEIST

- 1 Survey Private Rodent's handiwork and slink inside the busted windmill
- 2 Rendezvous with the Boss for another daredevil assignment
- 3 Team up with Berri and enter the Feral Reserve
- 4 Break out the Bullet Time and start the slow-motion slaughter
- 5 Penetrate the Vertex and thief your way to millionaire status
- 6 Exchange pleasantries with the legendary Panther-type King
- 7 Say "bye-bye" to Berri as your best-laid plans go awry
- 8 Say "hello" to Heinrich as the Professor's nefarious scheme reaches fruition
- 9 Shut that airlock
- 10 Stare death in the face and inhale slobbering alien breath

**Total cash prize: \$997,590**

### Part 1: The Windmill's Dead



With the war a distant memory, head back through Windy and survey the devastation. The once-proud windmill now lies slumped at the foot of its hill, so head up for a closer look.



At the top of Windmill hill, swap war stories with a sore-headed Private Rodent until he sees sense and shuffles away. With beautiful silence restored, enter the ruined remains of the windmill and spiral down the walkway inside.

Saunter through the hole at the bottom and Conker emerges somewhere close to the Feral Reserve. You might recognize Windy's number one financial institution from earlier if you spent long, fruitless hours attempting to cross the rope bridge leading away from Poo Mountain. Exit the tunnel, following the path right, and approach the bank's grand entrance.



Your old "friend" the Boss waits patiently nearby with another offer you can't refuse—join his heist and stash the cash inside the bank or enjoy a couple of swift bat swings to the kneecaps. As you accept, a leather-clad





## BFD: HEIST

Berri, your new partner in crime, swaggers onto the scene. Don your swishy leather jacket and sparkly shades, then hurry up the steps into the Feral Reserve.

### NOTE

*Your sharp, new threads might look slick, but they clearly weren't made for you. Conker's pants lack the all-important tail hole, so, from this point on, your hovering helicopter maneuver is a no-no.*

## Part 2: Enter the Vertex



A slow-motion montage of massacre and mayhem accompanies your slick sci-fi entrance past the lobby guards. After the carnage concludes, hurtle across the marble floor toward the lethal lasers ahead. Duck behind one of the two pillars nearby and hunt out the Context Sensitive Button on the ground. As the light bulb pings to life above your head, smack **B** and watch as Conker springs skyward and flips impressively through the air in super-slick slow-motion Bullet Time.



While you twist gracefully from the cover of one pillar to the next, lock your sights on the weasel guards scattering across the tiles below. Hit **B** to squeeze your trigger and spray a barrage of bullets into your furry foes. When four of the feisty fellows hit the floor, Berri springs into action, somersaults off the walls, and disarms the trip wires blocking your path. Scurry farther down the corridor and take cover behind the next set of pillars. Once again, use the Context Sensitive Buttons to do some high-flying Kung Fu capers and take down six guards.



Watch as Conker performs an extraordinary move, then shred the next weasel wave with lead. After another unfortunate sap receives a swift squirrel shoe to the forehead, proceed to the final pair of pillars and obliterate one last enemy onslaught. As silence fills the hallway, approach the elevator doors at the end of the lobby and stride through.







The doors slide open to reveal a ludicrous tangle of tripwires and mines, making progress impossible. Luckily, there's more to Berri than an ample bosom, and she disarms the traps with a quick rummage in the shadows. Cross the floor and follow your girl along the passage as the safe door swings open. Inside the gloomy vault, brandish your bat and clobber some cash—after three successful strikes, Conker takes over, making you a cool one million dollars.



Sadly, there's not much time to enjoy your brand-new millionaire status—the shadowy bulk of the Panther-type King looms into view behind Conker. What follows is a dual dose of double-crossing and the untimely demise of at least four major characters. You can't say you're not getting your money's worth here.



With the bank vault now hurtling through space, Conker finds himself standing eye-to-eye with the Professor's chest-busting, acid-drooling Xenomorph—otherwise known as Heinrich. Before the thrashing alien gets a chance to lock his pointy jaws around your squirrel hide, dash over to the airlock release lever on the wall nearby, jump up, and give it a yank. The airlock's doors swoosh open, sucking the dead Panther-type King into the infinite beyond.





## BFD: HEIST

### Part 3: The Vault



Quickly sprint right and duck inside the hatch, donning the Power-lifter Suit. As the steam clears, Conker strides out in time to see Heinrich making a meal of the dearly departed Berri. Unfortunately, before Conker can do more than launch a few well-placed expletives, Berri and the Professor both make a sudden exit into space.

### NOTE

Your rugged Power-lifter Suit comes equipped with numerous fancy features for all your inter-orbit alien-annihilation needs. **○** controls your movement while **A** fires your jetpack, sending you blazing straight up into the air. **□** shields you from the Henomorph's gnashing teeth attack, and **R** swings your steely arms around, perfect for slapping your fearsome foe.

### CAUTION

Your alien opponent has two brutal attacks during this deadly encounter—a devious whirling tail maneuver and a toothy face chomp. When Heinrich lets out a bloodcurdling roar and tilts his head left, his tail whip isn't too far behind—fire up your jetpack and zip up to safety. The Henomorph also rears up and gnashes his jaws around your head when you get too close—simply smack **□** to shield yourself at the moment of impact.



Stomp up to Heinrich and pummel him around the chops by repeatedly hitting **○** when you get in close. If the alien attempts to clamp down on you with his teeth, use your shield—time it right to stun the beast momentarily, enabling you to pile on the punches safely. After Conker's devastating metallic uppercut, the Xenomorph sails into the air, landing in a glistening lump on the floor. You've got about five seconds to scurry over and approach his tail before he shakes off the shock and leaps back into action.

### TIP

The most effective way of battling the Henomorph is to stay in close at all times. This means you're always in position to slap him around a bit when the opportunity arises—just watch out for those fangs.







When you reach the tail, Conker automatically clamps it in his steely claws. Quickly locate the open airlock and start rotating **⬇**, causing Conker to swing the Xenomorph in circles. Build up speed and watch as the creature rises into the air. Once his claws stop scraping along the ground, you've got him where you want him. Slam **Ⓜ** to loosen your grip when the alien's pointing toward the airlock and watch as he goes screaming into space. Be careful, though—if you let go before Heinrich properly leaves the ground, he breaks free, and you have to start over.

### CAUTION

*If your aim is off, Heinrich is likely to sail into the vault wall. If this happens, the monster rights himself and charges headfirst at Conker. Use your jetpack to zip out of the way, then try again.*



As he spirals into oblivion, the Xenomorph's parting flails strike home—he sinks his claws into the airlock door and clambers back into the vault. You need to smack the space psycho and sling him out again. There's one small strategic difference from now on, however—Heinrich doesn't just sit and take your punches like before. The only way to orchestrate a successful strike is to use your shield and stun the beast as he tries to chomp through your suit. When he's seeing stars, start punching. Once the alien's out for the count, grab his tail and swing him into space again.



Still, your efforts aren't enough, and the beast bounces back from the brink of defeat. Engage your stomp mechanism and prepare to strike once more. As you toss Heinrich through the airlock, it looks like the third time's the charm—until the galactic guzzler clomps through the doorway again. With a mighty roar, the creature pounces at Conker, teeth bared. With the slobbering extraterrestrial menace closing in fast, and no discernible means of escape, it looks like Conker's bad fur day is about to reach a gratuitously gory conclusion.

Sayonara then, squirrel.







# CONKER—LIVE & CO. MULTIPLAYER





# Conker™

## LIVE & RELOADED

### MULTIPLAYER BASICS

*Alright soldier, you've had your fun—now it's time to get serious. There'll be no more mincing around, munching chocolate, and skipping through the daisies. What are you, some kind of pansy? This, my friend, is war—and you're on the front line. Welcome to Conker—Live & Co. Blood will be spilled, lives will be lost, and undies will be soiled. Rally the troops and get ready for some hardcore buddy-on-buddy multiplayer mayhem. Don't have any buddies? Well, don't fret—we've got you covered. Anyway, enough of this sissy talk—it's war out there, soldier.*

Trot down the steps into the musty basement of the Cock and Plucker to enlist in the Greatest War of All Time. With the battle for Squirrel Country raging across the eons, it's up to you to pick your side—either the heroic Squirrel High Command (SHC) or the nefarious, cold-blooded Tediz—and fire up your time machine, ready to join the battle. This section delves deep into the horrors of combat, providing rookie soldiers with all the information they need in the fight for truth, freedom, and small furry animals everywhere. Pour over these pages and you'll be able to wear your helmet with pride.



### Modes of Play

There are three ways to play Live & Co., depending on your system setup and general popularity. You need to make your choice in the initial multiplayer screen before plunging headfirst into combat.



### Xbox Live

If you've got an Xbox Live account, you can take Live & Co. online and participate in some global warfare. From the Xbox Live menu, choose to join or host a match in the "Play-Live" menu, check out your rankings in "Battle Career," or flit across your "Friends" list like the social butterfly you are.

Xbox Live matches are played with up to 16 real, live human beings across all corners of the earth. As such, your teammates and enemies are likely to be a fair bit more cunning and unpredictable than your average computer-controlled characters. Here, at least 50 percent of your playmates are out for your blood and won't rest until they hear the satisfying pop of your head exploding in a hail of bullets.

### TIP

*Teamwork is key to a long and victorious war campaign during online matches, and it's vital you learn to play cooperatively and strategically. You can use Xbox Live's Voice Chat function to communicate vocally with your fellow teammates, feverishly coordinating strikes and attack plans. Always be sure to alert your comrades when you splinter from the group in order to unleash your devious schemes, and don't forget to call for assistance if you find yourself in a tight spot. Of course, if one of your squad is unlucky enough to screw up, be sure to comfort him with a soothing volley of expletives.*







# CONKER—LIVE & CO.

## System Link

System Link mode offers all the fun of multiplayer mayhem against human beings without the need for all that Internet malarkey. Once you've strung a couple of Xboxes together with System Link cables and bits of sticky tape, set up your match in the usual manner and rejoice as you blow the crap out of one another. As an added bonus in System Link mode, when you fail to settle old scores with a couple of *Live & Co.* matches, you're all close enough to resort to actual physical violence.

## Dumbots

Dumbots mode lets you leap headfirst into the bloody mayhem of multiplayer mode with nothing but a lone Xbox for company. You (and a friend, if you're fortunate enough to have one) can battle head to head or side by side with an army of highly advanced, psychotic AI opponents making up the numbers around you. Either go it alone in Solo mode, honing your strategies and settling scores with silicon soldiers, or bring a friend to the split-screen slaughter with Co-op or Versus mode. For a quick fix of frontline fighting, set up a match and jump right in. Alternatively, fire up "Chapter X" mode to blast your way through all eight campaign missions, one after another.

## ON THE FRONT LINE

## Controls

### Movement



As in the single-player game, character movement is controlled via **L** while **R** operates the camera. Clicking **L** lets you jump, and depressing **R** initializes first-person mode—in the case of the Long Ranger, clicking **R** multiple times adjusts the zoom level of your Widowmaker. You can toggle your stance between standing and crouching (and prone if you've selected the Lone Ranger) to increase your aiming accuracy, and decrease your visibility by clicking **B**. Finally, you can interact with objects—such as terminals, vehicles, and mounted weaponry—by approaching them and clicking **A**.

## Weapons



Every good soldier needs artillery close at hand, and **Y** lets you cycle through your weapons, and additional utilities, in the blink of an eye. As your inventory starts to bulge, it's often quicker to access items by holding down **Y** and using **L** to make your selection. Once you're primed and ready for action, squeeze **R** to fire your weapon or hit **A** to reload. If a weapon is equipped with more than one mode of fire, you can cycle through these by tugging **D**.

## Abilities




Every class has its own unique specialist skills, ready to exploit on the battlefield. Your default ability is assigned to **X**, and secondary abilities can be selected by holding **X** while twiddling **L**.





### NOTE

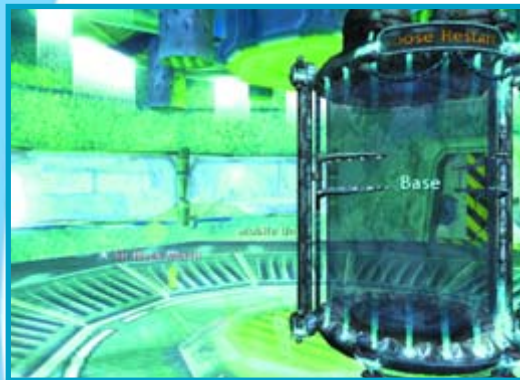
*Most abilities can only be used for limited periods of time—as indicated by the small, blue onscreen  gauge. Once an ability is activated, its meter gradually depletes. When the meter is completely empty, the ability is unusable until the gauge has had a chance to refill.*

## Health

In *Live & Co.*, you take damage from rogue bullets, explosions, marauding vehicles, long-distance tumbles, and a host of other bodily misdemeanors. In fact, there's so much to fear, it's a wonder you signed up to fight in the first place. Unlike many multiplayer games, though, you won't find those oh-so-convenient medical kits littering the battlefield. The only way to recover that dwindling life force is to activate one of your healing abilities (assuming they're available to your selected class) or rely on the kindness of others and their Medguns.

## Respawning

Death comes to us all eventually—and it comes a bit faster if you're careless enough to stray into the path of an oncoming bullet. When the last of your health seeps from your body, you slump to the ground, ready to respawn in your original state. As you progress further into a mission, you encounter new respawn points. Once visited, they become available for selection on the respawn list after your untimely demise. Simply take your pick and get ready to rejoin the heaving throng.



## Upgrades

All classes start a mission with a default set of weapons, abilities, and items. By collecting upgrade tokens, stashed throughout the combat zone, you can bolster your inventory and gain access to beefier weapons and fancier gadgets. Upgrade tokens also directly affect the type and number of items you can withdraw from Special Ordnance terminals.



### NOTE

*If you bite the dust and take a trip back to the respawn point, you automatically return to your default state, losing any upgrade items you've gained during combat. What's more, anyone lucky enough to be standing near your final resting place can snag your abandoned upgrade token once you've slumped to the earth.*

## CP

As you unleash a tidal wave of destruction during campaigns, you earn CP. The more proficient you are on the battlefield, the more CP you rack up. Everything from brutal slayings to successful completion of mission objectives causes your CP levels to rise, so be sure to stay in the action rather than sitting on the sidelines. The more CP you stash, the better your in-game ranking becomes.

### NOTE

*While you can earn CP during System Link and Dumbots play, only the CP earned through Xbox Live matches affects your online ranking. This means you need to get down and dirty with the cream of the crop if you want to boost your standing throughout your Battle Career.*







# CONKER—LIVE & CO.

## CLASSES

In war, you're only as good as the men by your side—even if they're only six inches tall and covered in fur. Thankfully, when you're formulating your platoon and preparing for battle, you've got the very finest fighters at your disposal. Each of the six classes available has very different skills and strengths on the front line—you need to exploit every single one of them if victory is to be yours.

Classes remain the same, regardless of whether you're fighting for the heroic SHC or the cold-blooded Tediz, and every good team needs a careful balance of each. With the exception of Sky Jockeys (who only appear in missions utilizing airborne vehicles), all classes are available for selection at the start of a match. It's time to meet your comrades in arms.

## NOTE

*Depending on individual match settings, it's possible to change classes midway through a game via the **START** menu. This means you can switch to the optimal class for overcoming a particular obstacle as the situation dictates. Once you've made your new selection, select a respawn point to continue the mission.*

## Grunt

**Primary weapon:** Sturm 21

**Abilities:** Self Heal, Spray Can

**Upgrades:** Hogster, Smoke Grenades

Grunts are the all-around soldiers on the front line. Although they have no special abilities, their proficiency in general combat makes them far handier—and meaner—than might initially appear. These are the guys you want shredding the lead in the heat of battle, holding back the tide of enemy forces while the more specialized units take care of complicated stuff.



## Ability: Self Heal

Alongside the very tasty Sturm 21 weapon, available with three juicy modes of fire, Grunts also have the power to Self Heal. This restores approximately 25 percent of their health at a time, making them durable little buggers if used properly. Once Self Heal is activated, the blue **X** gauge empties. Over time, this gradually refills, enabling you replenish more energy when it's full. Never underestimate a Grunt—especially one who categorically refuses to die.

## Sneaker



**Primary weapon:** Sabre

**Abilities:** Cloak, Feign Death, Spray Can

**Upgrades:** Dagger, Disguise

Sneakers are the kings (and queens) of stealth and espionage. Thanks to their Cloak ability, which lets them all but vanish into the ether, Sneakers can go pretty much anywhere they want without being seen. This gives them a huge advantage in short-range combat. If you're not looking for the telltale signs, fully expect a Sneaker to tiptoe up behind you and unleash a volley of powerful attacks. If you're playing as a Sneaker, it's important to master the intricacies of close-range combat quickly. Put quite simply, Sneakers suck at long-range combat, and their midrange skills aren't great either. Sneakers excel at tasks requiring subter-fuge, whether infiltrating enemy territory or capturing key objective targets.


## Ability: Cloak



Activate the Cloak, and Sneakers automatically blend in with their surroundings, making them virtually undetectable to everyone else on the battle-





field. While it's possible to remain invisible for the entire game, if you repeatedly reactivate the ability once the  gauge re-energizes, the likelihood of getting the chance is pretty slim. Your Cloak malfunctions the second you take damage, revealing your position instantly. It also ceases working when you're wielding weapons.


**TIP** *It's all well and good donning your Cloak and disappearing into thin air. However, stroll around soft surfaces like sand or snow, and your footprints give the game away pretty quickly. Good Sneekers are careful and cunning—always consider your surroundings before making your move.*

### Ability: Feign Death



Sneekers can be equally deadly when they're not scuttling through the shadows. The Feign Death ability lets you collapse to the ground in a convincing display of rigor mortis. Always be wary of approaching prostrate Sneekers—chances are good that as soon as you get too close, they'll leap to their feet and do something unspeakable to your major organs.

**TIP** *Use the Feign Death feature creatively, and your opponents are likely to forget all about you, even when you're visible. If your Cloak is deactivated by gunfire, quickly Feign Death and slump to the ground. If you're fast, all but the most paranoid enemy is likely to assume the worst and move on. When the coast is clear, pick yourself up, reactivate your cloak, and be on your way.*

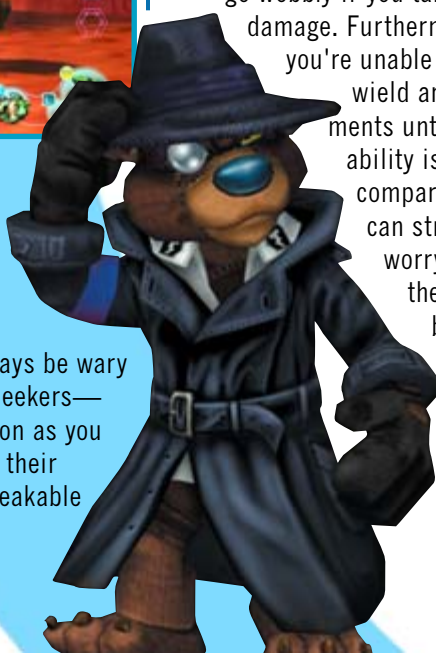
**TIP** *When you play dead, you automatically holster all weapons for that convincing "harmless corpse" look. This means that you're hideously underpowered when you spring up to take on an enemy. To combat this, click  to cycle through your weapons as you lay low and you'll immediately draw your selected weapon when you get off the ground.*

### Ability: Disguise

With the Disguise upgrade, Sneekers can masquerade as a member of the opposing side. Activate Disguise and you take the form of a randomly selected enemy unit. Disguise is similar to Cloak insofar as it starts to go wobbly if you take damage. Furthermore, you're unable to wield armaments until the



ability is deactivated. The pros and cons of Disguise, when compared to Cloak, are pretty obvious. On the plus side, you can stroll around the enemy camp incognito without having to worry about those telltale footprints. Of course, activate it in the allied base, and a trigger-happy comrade is likely to blow your face off.







## Demolisher

**Primary weapon:** Bazooka

**Abilities:** Berserk, Spray Can

**Upgrades:** StrayFur, Guided Missiles (for Bazooka), Smoke Grenades

Demolishers might be big, lumbering, and painfully dim-witted, but they make up for it in sheer brute force. If a Demolisher's regulation bazooka isn't enough to satisfy your destructive urges, then nothing is. As a Demolisher, expect to be at the very forefront of battle, usually launching an endless volley of rockets at a key mission target. This means that it's vital you communicate well with your teammates and ensure you've plenty of firepower to cover your back when you move out—particularly as your hulking frame makes you the least agile member of the squad.



**TIP**

*If you need to reach a destination at high speed, holstering your weapon enables you to break into a reasonable sprint. Be warned, though—charging about with your arsenal out of reach can quickly lead to a sticky end if you're not careful.*

## Ability: Berserk

When the horrors of war become too much to deal with, it's always good to relieve a little tension. Activating the Berserk ability sends a Demolisher into a rampaging frenzy. While in this agitated state, you gain a speed advantage and also have access to an earth-shaking ground pound attack. Simply squeeze **(R)** to smash to the floor, toppling and injuring anyone unlucky enough to be in the vicinity. To cancel Berserk mode at any time, hit **(X)** to take a few deep breaths. Like Self Heal, once activated, you need to wait for the **(X)** gauge to refill before Berserk can be used again.



## Long Ranger

**Primary weapon:** Widowmaker

**Abilities:** Infravision, Spray Can

**Upgrades:** Krotch 45, Extended Zoom (for Widowmaker), Self Heal



With unrivalled sniping abilities, the Long Ranger is, unsurprisingly, the master of long-range combat. Needless to say, a team with a proficient Long Ranger stationed at a high vantage point has the upper hand in battle, and the advancing opposing forces literally won't know what hit them. However, as optimum sniping requires a Long Ranger to crouch or lie prone, maneuverability is extremely limited. Couple this with poor close-range abilities, and the class reveals several serious flaws, just waiting to be exploited. Wiley gamers should deploy a troop of Grunts or Sneekers to sweep the area for enemy Long Rangers at the earliest opportunity to stave off a deluge of long-distance destruction.

## Ability: Infravision



Infravision makes this deadly unit even more of a menace. Activate these hi-tech goggles and you can track enemy troops by body heat, greatly increasing their visibility on the battlefield. Best of all, Infravision works while you're staring through your aiming reticle too—miss your target with this baby and you should seriously reconsider your career. Infravision is such a devastating tool in the right hands, it's no surprise it can only be used in short spurts. Once activated, the **(X)** gauge slowly depletes—when empty, Infravision is disabled, and the bar must replenish before it can be used again.





### Sky Jockey

**Primary weapon:** DP 500

**Abilities:** Spray Can

**Upgrades:** Infravision

On foot, Sky Jockeys aren't anything to get too excited about, essentially behaving like Grunts with cool shades. Like their monosyllabic counterparts, Sky Jockeys lack any unique abilities, making them good all-around characters and nothing more. However, show them a cockpit and it's a different story. Sky Jockeys excel at air combat and are the only class capable of piloting either the airborne Steed or Mule 52. For increased accuracy while zipping through the air, an Infravision upgrade is yours for the taking.



### Thermophile

**Primary weapon:** Sinurator


**Abilities:** Self Heal, Full Heal, Spray Can

**Upgrades:** Fauster, Frag Grenades

What Platoon would be complete without a wild-eyed, cackling psychopath swelling the ranks? Favoring the Sinurator to a standard grunt, the Thermophile completes the team nicely. Although relatively puny as a class, the Thermophile's flamethrower frazzles fur with ease and even has the power to slice through armored vehicles—with a handy napalm supplement. However, the class's real strength comes in its proficiency with a wad of dressing and a bottle of antiseptic. Functioning as team medic, the Thermophile comes equipped with both Self Heal and Full Heal abilities, as well as the life-granting Medgun. Once a Thermophile has finished rending your flesh, don't forget to ask for a Band-Aid.



### Ability: Full Heal

While a Thermophile's Self Heal ability functions identically to that of a Grunt, Full Heal replenishes an entire health reserve in one go. As with other abilities, the  gauge needs to refill before you can use Full Heal again.

## WEAPONS

So you've met your few good men, but what use are a bunch of war-crazed animals without some serious fur-shredding firepower? Thankfully, you've ample armaments at your disposal as you step foot onto the battlefield. Alongside primary weapons, generally providing the brunt of the firepower, secondary weapons and utilities are available, running the gamut of strange and interesting


uses. Primary weapons are unique to specific classes, so you need to buckle down and learn their intricacies by doggedly practicing with each if you want to be supreme master of all. The following list organizes your available artillery by class.

## Primary and Secondary Weapons

### Grunt

**Primary weapon:** Sturm 21



This triple-barreled death bringer sports three nifty modes of fire. The default setting is a three-round Burst mode, striking the balance between release rate and reload. Hitting  toggles the weapon between this, Auto fire, and Dum-Dum modes. Auto fire spurts a stream of bullets until all 50 rounds have been depleted. Once this happens, you need to reload—make sure you're not stuck in a crossfire at the time. The final mode releases devastating Dum-Dum rounds, powerful enough to obliterate vehicles—however, the trade off for this brutality is a pitiful release rate.







# CONKER—LIVE & CO.

**TIP**

You can use your Dum-Dum rounds to pierce kerosene barrels, causing massive explosions. Look out for these barrels in heavily populated enemy areas or next to key military targets for rapid, and messy, destruction.

**TIP**

Although powerful, the Hogster only has a limited midrange trajectory. If you don't want to get caught in your own blast, try putting some vertical distance between you and your target. You can cause some serious mayhem by finding a secluded, high vantage point and flicking grenades toward your unsuspecting foes. This works particularly well when tracking your enemies, ready to remotely detonate a grenade under their feet.

**Secondary weapon: Hogster (Upgrade)**



This big, meaty grenade launcher can dish out some serious destruction in the right hands. Three delicious modes of fire are available for trigger-happy Grunts—Frag, Impact, and Release. In the standard Frag mode, your grenade detonates approximately five seconds after firing, whereas the Impact setting causes your grenade to detonate instantly on hitting any surface—misfiring can be very bad news if you sling a grenade at the wall next to you in Impact mode. Finally, your Hogster comes equipped with a remote detonation Release function. Fire the grenade as normal, then hit **(R)** when you're ready to detonate—preferably with an unlucky opponent loitering nearby.

**Sneeker**

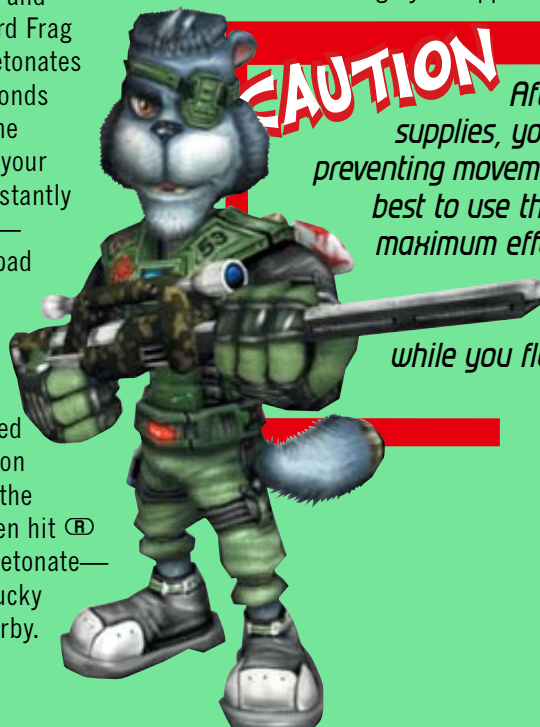
**Primary weapon: Sabre**

With their close-range prowess, Sneekers favor melee weapons. While the sabre might look underwhelming when compared to the high-powered fur-shredding arsenal of your comrades, appearances can be deceptive. The sabre actually functions as two weapons in one—a razor-sharp attack tool and an energy enhanced defense device. In attack mode, swing the sword around your head in close-combat situations to make wafer-thin slices out of your enemies. Switch to defend mode, and your sabre acts as a shield, reducing the amount of hit damage you take. Furthermore, hold down **(R)** to charge up your energy levels, then release in densely populated areas to send devastating electrical shockwaves through your opponents.



**CAUTION**

After discharging your sabre's energy supplies, your Sneeker is momentarily stunned, preventing movement for several seconds. As such, it's usually best to use the move in confined or secluded spaces for maximum effect. Activate your energy burst in open terrain, and chances are an opportunistic Long Ranger will pop your skull open while you flail around helplessly.





# Conker™

## LIVE & RELOADED

### Secondary weapon: Dagger (Upgrade)

Yet another reason to take blades over brawn, the dagger is a surprisingly versatile weapon for close- to midrange use. Throw mode lets you hurl your knives at enemies to dish out some minor damage from a distance. Stab mode, however, lets you sneak up behind your unsuspecting victims and slash their throats for an instant, and bloody, kill.



### Demolisher

#### Primary weapon: Bazooka

As ambassador of wanton destruction, it's only fair that the Demolisher gets his sinewy mitts on the fearsome bazooka. With devastating firepower that's second to none, this heavy weapon comes in two distinct flavors: default Standard mode and Fire & Forget mode. Standard rockets fire in a straight line with dogged determination—take aim, squeeze **R**, and watch them go to work. Fire & Forget offers an auto-aiming antiaircraft facility. Hold down **R** with an airborne enemy vehicle in your sights and wait for the roving crosshair to lock onto its target. When it does, release the trigger and watch your missile sail toward its destination. As an added bonus, upgrade tokens equip the bazooka with a guided missile feature. On firing, your view switches to the onboard camera—steer the missile with **L** and detonate by hitting **R** a second time. Guided missiles self-destruct automatically after a short while.



### Secondary weapon: StrayFur (Upgrade)

If one weapon of mass obliteration isn't enough, Demolishers can upgrade to the heavy-duty StrayFur mini-gun. This midrange, two-handed machine gun spits out a barrage of bullets once it's spun up, decimating everything in its path. While pleasingly powerful, the StrayFur has one serious disadvantage—load time. It takes several long seconds to reload the StrayFur once its barrel is empty. It's unwise to get caught in a heated gun battle when this happens, as you're perilously exposed to enemy fire.



### Long Ranger

#### Primary weapon: Widowmaker



A sniper's dream, the Widowmaker offers the very best in deluxe long-range demolition. Its standard 7.688mm tips provide optimal support for pureeing enemy targets while its depleted uranium (DU) tips are ideal for bringing down armored vehicles and other heavy artillery. The Widowmaker has two levels of zoom (three after upgrade), adjustable by clicking **R**. More than any other weapon, the sniper rifle's performance is intrinsically dependent on your current stance. While most classes are able to switch between standing and crouched positions, the Long Ranger can also lie prone, offering the steadiest, most accurate mode of fire. Provided maneuverability isn't an issue (and for the best snipers, with an eye for a good hiding spot, it shouldn't be), lie prone where possible for optimum performance.

### Secondary weapon: Krotch 45 (Upgrade)







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This pair of pistols lets the normally lonesome Long Ranger get down and dirty in close-quarters combat with his comrades. While the Krotch 45 packs a reasonable punch, releasing 20 shots before a reload is necessary, it's far from the best blaster on the block in terms of firepower. Consider the Krotch 45 primarily as much-needed security when traveling from one location to another, and use it to bust some skulls between bouts of solo sniping.

## Sky Jockey

**Primary weapon:** DP 500



Here's another set of twin shooters—this time for the Sky Jockey. While the class really only comes into its own in the air, the DP 500 provides enough ground-based oomph for those perilous cross-terrain charges. Featuring both Standard (single-shot) and Burst (three-shot) modes, the DP 500 won't bring the enemy to its knees in a blitz of bullets, but it makes for a deadly weapon in a tight predicament. Just don't make the mistake of forfeiting flight for foot soldiering.

**NOTE**

*With its emphasis on airborne action, the Sky Jockey doesn't sport a secondary backup weapon like the other classes.*

## Thermophile

**Primary weapon:** Sinurator

What better weapon for those unstable sorts than a twin-use flamethrower? Although average as far as destruction, the Sinurator has the marked advantage of sporting both napalm and acid attachments. Slip on the napalm nozzle and spray the surrounding mass of enemy soldiers with flesh-scorching precision. Best of all, the long-lasting effects of napalm mean the little buggers continue to burn and suffer well after you've moved on to your next target. Acid, on the other hand, is designed exclusively for slicing through hulking armored objects, such as vehicles and other sturdy targets. Point, squirt, and watch them burn.



**Secondary weapon:** Fauster (Upgrade)

Almost rivaling the Demolisher's arsenal in terms of fearsome firepower, the Fauster is an experimental laser device capable of some serious slaughter if used properly. Holding **R** shoots out a single-direction molten beam that can heat and defeat armored vehicles in an instant. Your laser lasts approximately 10 seconds before overheating, after which the weapon needs time to cool down before it can be used again.



Unfortunately, the Fauster has several weaknesses, meaning you need to select your moments carefully before whipping it out on the battlefield. First, its formidable bulk slows a Thermophile down to a crawl, making him a sitting duck in intense hostile situations. Second, effective use requires pinpoint accuracy, thanks to its slim-line laser beam—you'll find the weapon nearly useless on small or fast-moving targets.

## UTILITIES

War isn't just about bullets, blood, and body counts. Smart soldiers know when to stash their peacemakers and turn to the more exotic components of their inventory. Aside from grenades, all additional utilities available are designed for tactical and strategic purposes rather than balls-out bombastic bedlam. A squad that knows when to deploy a Snoopa over a Sturm 21 has advantages a trigger-happy troop could only dream of.





# Conker™

## LIVE & RELOADED

### Grenades

Grenades are automatically stuffed into a soldier's backpack at the start of every mission. Although grenades come in six varieties—CJ24, flash bang, frag, Magnova, napalm, and smoke—not all are available to every class. You need to experiment with different units to find the one you like best.

#### NOTE

*While ordinary weapons sport unlimited ammo, each soldier can only carry a finite number of grenades at a time (usually three). Once this supply is exhausted, you need to pay a visit to a Special Ordnance terminal to replenish your supplies.*

#### TIP

*If you're feeling daring, you can "cook" grenades by pulling the pin and holding down **R** for a few seconds before slinging them at your target. This makes it possible to control the distance they travel before detonation without compromising your position. Obviously, don't forget to let go—having a grenade explode in your hand is bound to end in tears.*

### CJ24

Toss a CJ24 grenade at the ground, and it releases a thick cloud of poisonous gas, damaging enemies if they remain enveloped in the fumes for too long. Although the CJ24's offensive abilities are limited, it's great for deterring enemy forces when you need to make a sharp getaway. Not only does it inflict reasonable hurt, the colored emissions provide ideal temporary cover.



### Flash Bang



Flash bang grenades produce a blinding burst of light on detonation, sufficient to temporarily confuse anyone in the vicinity—including you, if you're not careful. Until the effects wear off, your victims flail wildly on the spot, unable to move or draw their weapons. Use this downtime to pump them full of lead.

### Frag



Fitted with a five-second fuse, frag grenades scatter high-velocity metal fragments when they explode, causing serious damage to anyone and anything in the area. With their medium blast radius, frags can be deadly when used in densely populated areas or confined spaces. The timed fuse means you can happily bounce frags off walls and other surfaces without fear of premature detonation—ideal for reaching opponents stationed behind cover without exposing yourself.







## Magnova



The Magnova grenade releases a bolt of electricity on detonation, stunning anyone caught in the explosion. As with flash bangs, victims holster their weapons, unable to move until the effects wear off. However, the Magnova's far more formidable blast radius means it's possible to incapacitate vast numbers of hostile forces at once if aimed correctly.

## Napalm



On detonation, these grenades release a cloud of pure napalm into the atmosphere, causing anything in the immediate locale to burst into flames. Anyone caught in the fallout quickly feels the heat as the gas slowly burns them to a crisp. Napalm grenades are especially deadly, as their health-sapping effects last for several seconds after initial contact, and the licking flames can be transferred to other teammates during that time.

## Smoke

Sling one of these at the ground to unleash a thick, black cloud of smoke. While having zero offensive capabilities, smoke grenades are a great way to provide some temporary cover while crossing open terrain. Use them craftily to bamboozle your enemies and reach distant locales unscathed.



## Classes and Grenades

The following table illustrates the default grenades available to individual classes at the start of a mission (X) and possible upgrades as the game progresses (U).

GRENADE TYPE	DEMOLISHER	GRUNT	LONG RANGER	SKY JOCKEY	SNEEKER	THERMOPHILE
CJ24	—	—	—	—	U	X
Flash Bang	—	X	X	X	X	—
Frag	U	X	U	—	—	U
Magnova	—	U	X	X	X	—
Napalm	X	—	—	—	—	X
Smoke	X	—	—	—	—	—

## Arc Weld

**Class availability:** Demolisher, Sky Jockey

With all that artillery whistling around the place, important stuff is going to get damaged sooner or later. Thankfully, the Demolisher and Sky Jockey

come equipped with the Arc Weld, a handy tool designed for

emergency repairs on terminals and Mobile Units. Simply point it at your target, squeeze **Ⓢ**, and let technology work its magic.





# Conker™

## LIVE & RELOADED

### Hacking Device

**Class availability:** Sneeker

Every good spy needs a plethora of expensive-looking, hi-tech espionage tools at his disposal—and the Sneeker is no exception. The Hacking Device enables you to crack into enemy terminals or secured areas and wreak some serious havoc. To use it, approach your desired target and hold **(D)**. If an object is able to be hacked, the roving red cursor locks on, and the percentage counter appears. While **(D)** is depressed, the counter continues to climb until the crack is complete. If you need to postpone the operation at any time, the counter resumes from your previous attempt.



### CAUTION

*Hacking is a dangerous pastime, as you're naturally in the thick of enemy territory. It's even more perilous, though, as the operation leaves you exposed to hostile fire for extended periods of time. If possible, always try to bring along a couple of Grunts or other units to provide cover while you work.*

### TIP

*Use the Hacking Device to switch enemy Special Ordnance or Mobile Unit terminals over to the allied team early in the game to seriously scupper your opponent's chances of victory. Best of all, if you can position a Long Ranger in the vicinity to prevent enemy Sneekers from reactivating a terminal, it's effectively out of action for the entire mission.*

### Medgun

**Class availability:** Grunt, Long Ranger, Thermophile

It might have "gun" in its name, but don't be fooled—the Medgun has zero offensive capabilities. Instead, think of it as a pump-action health kit for fixing up your teammates. Simply lock your battle-scarred buddy in its sights and pull the

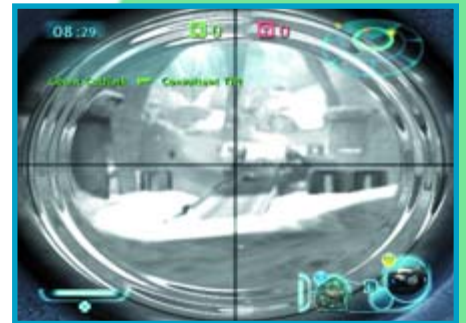


trigger—your target's health gradually increases until he's all patched up. The Medgun is the only way of restoring energy to classes that aren't equipped with healing abilities.

### NOTE

*Be wary of using the Medgun in dangerous quarters. The device requires both parties to remain stationary while it does its work, leaving you both exposed to enemy gunfire for the duration.*

### Snoopa



**Class availability:** Sneeker

The second piece of the Sneeker's unique gadgetry is a remote-controlled camera—ideal for scouting out hostile territory without planting your feet on enemy soil. Once activated, the Snoopa takes to the air and becomes controllable with **(L)**. Best of all, the Snoopa comes equipped with a tasty self-destruct mechanism, meaning you can guide it up behind an unlucky opponent, squeeze **(D)** to initiate its five-second fuse, and watch with glee as both ignite in a ball of flame.







## CAUTION

*It's foolish to attempt operation of the Snoopa in heavily populated areas—the onboard camera view means it's impossible to keep track of your immediate surroundings during deployment. Find a secluded area before commencing, unless you want your recon rudely interrupted by an enemy bullet through the cranium.*

## TERMINALS

Certain equipment is only available on the battlefield via special terminals. These terminals come in two distinct types: Special Ordnance and Mobile Unit. You can claim additional artillery from the first while the second provides all your vehicular needs. To activate a terminal, simply stroll up, hit **A**, and start browsing through its catalogue. The actual roster of available equipment depends entirely on your current class and upgrade level, so don't be disheartened if something appears to be out of stock.



## TIP

*Like everything else in the game, terminals don't take kindly to a barrage of bullets. It's entirely possible for the opposing team to take out your terminals early on in a mission, leaving you at a serious disadvantage. To throw a far less permanent wrench in the opposing team's works, deploy a Sneaker with a Hacking Device to reprogram an enemy's terminal for use by the allied side.*

## Special Ordnance

These terminals allow access to hardware too bulky to stash in your backpack during normal play. Once you've been granted your chosen equipment, it materializes nearby, ready for collection. All Special Ordnance must be carried by hand—when you've lugged your equipment to its final destination, squeeze **B** to drop it in place.

## NOTE

*If you run out of grenades during heated combat, the only way to replenish your supplies is to pay a quick visit to a Special Ordnance terminal.*

## Mines



There's nothing quite as fun as watching an unsuspecting opponent stomp on a cunningly placed landmine, then cackling with glee as his legs are blown into the stratosphere. Mines pop out of Special Ordnance terminals in groups of three—scoop them up and deposit them quickly before an enemy takes advantage of the fact that you have your arms full.

## NOTE

*If you take a tumble while carrying a mine, you automatically drop one as you hit the ground. Avoid plunging off ledges and other precarious surfaces if you want to hang on to your supplies (and your health).*





### NOTE

Mines will not detonate beneath friendly feet. Just be thankful you've one less thing to worry about on the front line.

## Earthguard



This handy gun turret automatically aims its barrel toward ground-based hostile troops and lets rip with a hail of bullets. The Earthguard offers fantastic protection when placed at the mouth of confined areas, reducing the number of men you need to cover your back while you battle onward.

## Skyguard



The Skyguard is the anti-aircraft version of the Earthguard. Place these babies near your base entrance to stave off overhead ambushes—don't worry though, the weapon's smart enough not to open fire on one of your own Sky Jockeys.

## Gatemaker

This juicy teleportation kit comes in two parts—an in-gate and an out-gate. Once you've placed your order at a Special Ordnance terminal, both halves can be carried simultaneously. Make sure you deploy them in the right order, though. Your first gate acts as your return point (indicated by rising arrows) while the second provides your point of entry (downward pointing arrows).



### TIP

Gatemarkers are great for making long-distance, one-way journeys and can be invaluable during capture-the-flag style missions. Simply drop your out-gate somewhere in your base and deploy the in-gate as close to enemy quarters as possible. Of course, your speed is severely reduced while carrying Special Ordnance, so employing a couple of Grunts to offer protection as you travel is an absolute necessity.

## Classes and Special Ordnance

The following table illustrates the default Special Ordnance available to individual classes from terminals at the start of a mission (X) and possible upgrades as the game progresses (U). "Set" numbers indicate the total instances of an item a player can place on the battlefield at one time.

ORDNANCE TYPE	DEMOLISHER	GRUNT	LONG RANGER	SKY JOCKEY	SNEEKER	THERMOPHILE
Earthguard (Set 1)	—	X	X	—	—	—
Earthguard (Set 2)	U	U	—	—	—	X
Earthguard (Set 3)	—	—	—	—	—	U
Gatemaker	—	—	—	—	X	—
Mines	X	—	U	—	—	X
Skyguard (Set 1)	—	X	X	X	—	—
Skyguard (Set 2)	—	—	—	—	—	—

## Mobile Units

If the old legs start to feel a bit sore, take the weight off your tootsies with some vehicular reconnaissance. Mobile Units come in ground and air varieties—both are primarily accessible through Mobile Unit terminals on the battlefield, though it's possible to requisition abandoned vehicles as you encounter them. As with Special Ordnance, the items available for use depend entirely on your current class and current upgrade level. While unavailable transportation simply doesn't appear on terminal screens, blue symbols indicate







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that you can ride vehicles you spot on your travels while red symbols mean you can't. Mobile Units serve two main purposes—increasing your travel speed and, in some cases, providing additional defensive capabilities. However, all vehicles have their strengths and weaknesses, so it pays to learn their intricacies early on.

## NOTE

*When you leap into your vehicle, a second blue bar appears over your health gauge. This indicates the amount of damage your transport has currently taken. When the gauge empties, your Mobile Unit explodes in a fountain of white-hot metal.*

## Toad Mk. II and 4

**Class availability:** Grunt, Thermophile

The Toad comes in two slightly different models, the Mk. II and Mk. 4. Each provides basic terrain transportation, capable of carrying both the driver and one additional passenger manning the gun turret. Although the Toad is ideal for getting around at relatively high speeds, it offers little in the way of protection from enemy fire—avoid steering it through densely populated areas when possible. **L** steers the Toad, also letting you increase and decrease your acceleration, while **R** adjusts the mounted gun turret. The sole difference between Mk. II and Mk. 4 models is the onboard weapon. The Mk. II (available to Grunts) features a rapid-action machine gun while the Mk. 4 (accessible to Thermophiles) sports a napalm gun.



## R-Hog

**Class availability:** Grunt (Upgrade), Long Ranger, Sneaker

In terms of sheer ground speed, the R-Hog wins hands down every time. This little number is ideal for zipping from one end of the terrain to another. Suitable for one rider only, the R-Hog has one major drawback—it offers almost zero protection from the elements, carrying no onboard weapons. This means you're an exposed target while driving, although the speed increase does offer some compensation. Control the R-Hog with **L** and click **L** for a temporary speed boost.



## Tankus



**Class availability:** Demolisher

Offering the ultimate in on-the-move obliteration, the Tankus's onboard missile launcher packs a premium punch. Designed primarily as a heavy warfare machine, the hulking Tankus offers optimum protection from enemy artillery—coupled with some awesome destructive power, this is truly a machine to fear. As with the Toad, use **L** to steer the Tankus and **R** to manipulate your gun turret.

## Steed



**Class availability:** Sky Jockey

The first of two Sky Jockey-only airborne units, the Steed swoops smoothly and quickly through the clouds. With its twin-mounted missile launchers, the unit is capable of some serious decimation, making it ideal for dogfights and overhead onslaughts. With only enough room for the pilot, however, the Steed is primarily used for offensive attacks and defensive maneuvers, rather than transportation.





Once you're in the air, **L** moves the craft (click **L** for a temporary speed boost) while **R** steers, **A** lands the vehicle, and **D** switches weapons. Alongside its standard missile, the Steed features an auto-lock missile system. When it's selected, hold down **B** until the blue cursor finds its target, then release to unleash some devastation. Finally, click to switch between external and in-cockpit views.

### NOTE

*You can eject from an airborne unit at any time by hitting **X**. Tap and hold **X** again while plummeting to earth to release your parachute, securing a soft landing. With practice, it's possible to exploit the eject feature and send your abandoned ship crashing toward enemy targets, causing untold damage on impact.*

## Mule 52

Class availability: Sky Jockey



Last, but not least, the Mule 52 provides the Sky Jockey with his other exclusive ride. While the Steed functions as a battle unit, the Mule 52's emphasis is firmly on transportation.

The Mule acts as a troop carrier, enabling a number of other classes to board and hitch a lift elsewhere on the map. Due to its size, the Mule moves much more slowly than the Steed and features no pilot-controlled weaponry, so it's often wise to employ secondary air support when traveling from one location to the next. However, to counter the decreased speed, the Mule features onboard gunner positions, open to other classes when occupied. The craft controls are identical to the Steed, with the exception of the bomb view, assigned to **D**.

## Classes and Mobile Units

The following table illustrates the default Mobile Units available to individual classes from terminals at the start of a mission (X) and possible upgrades as the game progresses (U).

UNIT	DEMOLISHER	GRUNT	LONG RANGER	SKY JOCKEY	SNEEKER	THERMOPHILE
Toad Mk. II	—	X	—	—	—	—
Toad Mk. 4	—	—	—	—	—	X
R-Hog	—	U	X	—	X	—
Tankus	X	—	—	—	—	—
Steed	—	—	—	X	—	—
Mule 52	—	—	—	X	—	—

## MEDALS

During Xbox Live play, persistence reaps great rewards. You can earn a number of special abilities by securing medals as a result of meeting certain criteria during your Battle Career. Here's a rundown of those glittery badges up for grabs.

## Class Medals

### Campaign Medal

Criteria: Gain all 6 class medals

### Hero of the Sky Medal

Criteria: 1,000 kills using the Sky Jockey

Reward: Quicker targeting and breech

### Rifleman Star

Criteria: 1,000 kills using the Long Ranger

Reward: Steadier aim and faster reload

### Medal of Mass Destruction

Criteria: 1,000 kills using the Demolisher

Reward: Wire-Bomb boost and extra breech slot

### Homeland Defence Star

Criteria: 1,000 kills using the Thermophile

Reward: Recharger boost to all Thermo weapons







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## Cross of Honour

**Criteria:** 1,000 kills using the Grunt

**Reward:** Clip extension and Self Heal overcharge

## Special Operations Star

**Criteria:** 1,000 kills using the Sneeker

**Reward:** Improved Cloaking and Snoop grenade

## Kill Medals

### Bronze Star

**Criteria:** 50 kills total

**Reward:** Avatar Pack II

### Silver Star

**Criteria:** 500 kills total

**Reward:** Avatar Pack III

### Onyx Medal

**Criteria:** 1,000 kills total

**Reward:** Avatar Pack IV

### Gold Sun

**Criteria:** 1,500 kills total

**Reward:** Projectile color—golden bullets

### Purple Star

**Criteria:** 3,000 kills total

**Reward:** Projectile color—regal purple bullets

### Killmaster Citation

**Criteria:** 4,000 kills total

**Reward:** Respawn penalty modifier—50 percent reduction

## Jade Star

**Criteria:** 500 Mobile Unit kills

**Reward:** Bonus Avatar Pack

## Platinum Shield

**Criteria:** 5,000 Marshals assassinated

**Reward:** +1 primary and secondary grenade slot

## Order of the Noble Warrior

**Criteria:** 500 Generals assassinated

**Reward:** +1 primary grenade slot

## Iron Heart

**Criteria:** 1,000 VC points

**Reward:** Speed chip for Hacking Device

## Specialist Medals

### Order of the Mighty

**Criteria:** Gain all 6 specialist medals

**Reward:** Infrared enhanced, quicker tank breech, improved Hogster

### Eagle Eye Medal

**Criteria:** 500 headshots

**Reward:** Overcharge power boost

### Engineer's Citation

**Criteria:** 1,500 repair points

**Reward:** Kinetic seal—increased repair efficiency

### Surgeon's Crown

**Criteria:** 2,000 healing points

**Reward:** Diagnostic pulse—enhanced healing speed

## Order of the Fiend

**Criteria:** 500 backstabs

**Reward:** Snoopa—instant detonation

## Trapper Medal

**Criteria:** 500 mine kills

**Reward:** +1 mine per load

## Fire Star

**Criteria:** 500 fire damage kills

**Reward:** Naphtha-tank capacity increase





## BEACH DEAD

### Objective Points

- O1** Beach blockade
- O2** Trench blockade
- O3** Tediz Base entrance

### Respawn Points

#### SHC

- S1** Left Lander
- S2** Right Lander
- S3** First Defense
- S4** Second Defense
- S5** Outside Base

#### Tediz

- T1** Base

### Points of Interest

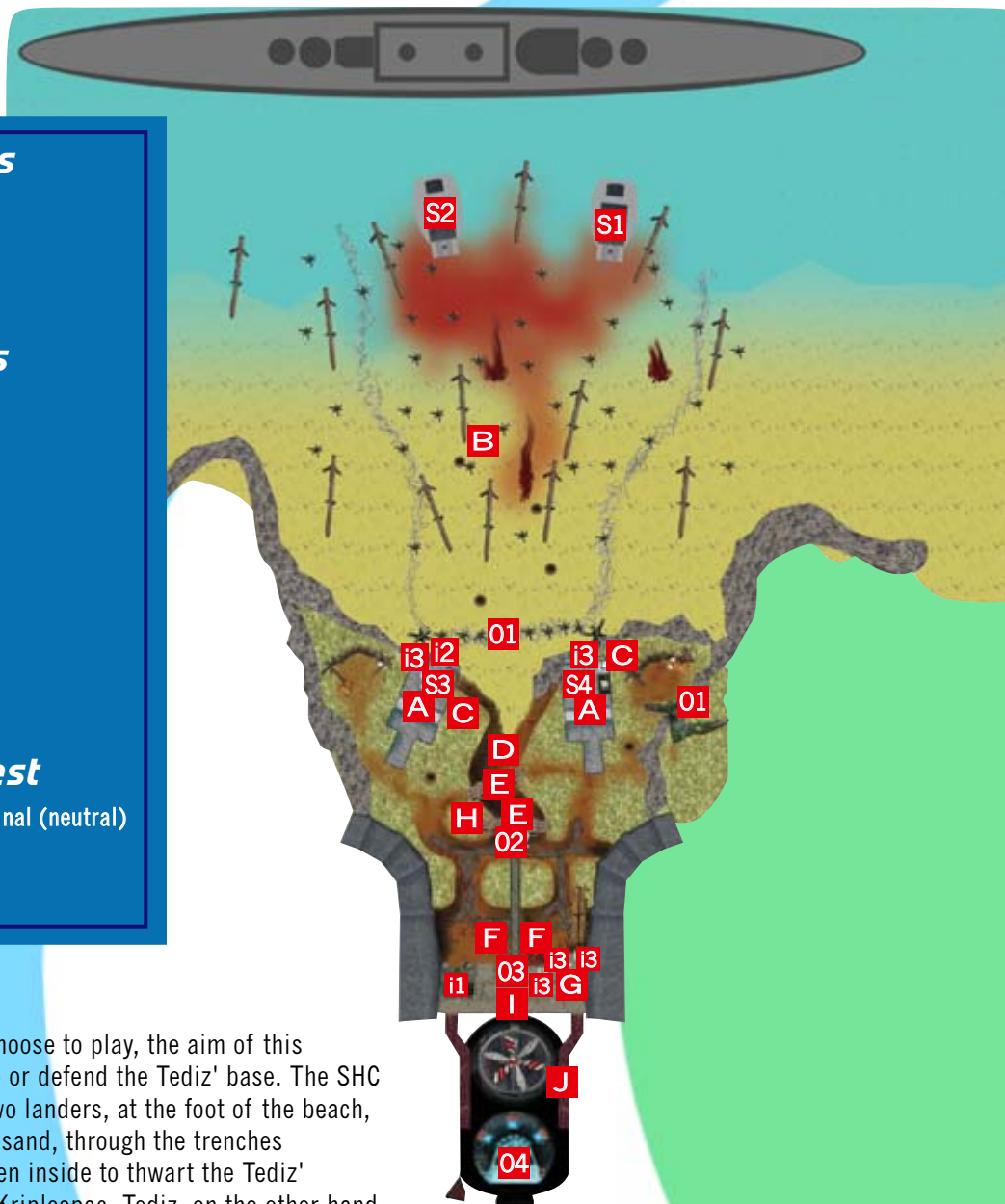
- i1** Special Ordnance terminal (neutral)
- i2** Gun turret
- i3** Kerosene barrels

## Objective

Depending on the side you choose to play, the aim of this mission is either to infiltrate or defend the Tediz' base. The SHC begins the game in one of two landers, at the foot of the beach, and needs to head along the sand, through the trenches surrounding Tedi HQ, and then inside to thwart the Tediz' familiar-looking leader, Von Kriplespac. Tediz, on the other hand, must do everything in their power to hinder the SHC's progress.

## Winning Conditions

To win the mission, SHC players need to obliterate three blockades (O1, O2, O3) before taking on the Tedi commander himself (O4). The four icons to the right of the HUD indicate SHC progress—as they throw all their destructive force at a blockade, the objective meter slowly decreases. When the meter's completely empty, the wall tumbles, allowing progress toward the next objective point. The Tedi team is victorious, however, if it manages to hold back the SHC onslaught until the timer runs out.







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## STRATEGIES

### Objective One

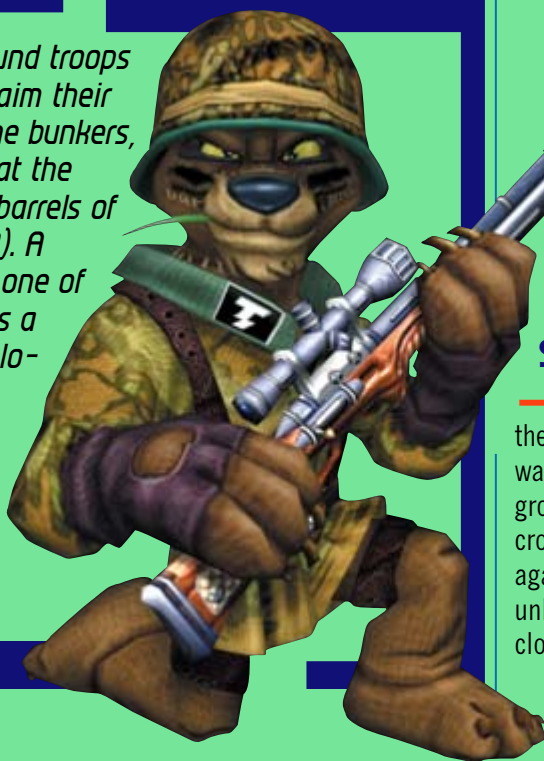
#### SHC

— The beach assault is problematic for the SHC due to the largely exposed locale. As Tediz have the high vantage point of the bunkers (A) working in their favor, the only safe place to hide is behind the girders lining the foot of the beach (B). This makes it very difficult for classes with short- to midrange fighting skills to make much of a dent in the opposing team while staying safe.

— Position your Long Rangers at either end of the shoreline with their sights trained on the two gun turrets mounted in the bunkers on either side of the first blockade. By preventing Tediz from accessing these, you can reduce the amount of hostile firepower raining down on your troops. Close in on the blockade with your remaining forces and confront the enemy at closer range.

— With your combat specialists engaging the opposing team, concentrate your Demolishers' fire on the blockade. The fastest way to reduce it to rubble is to bombard it with bazooka missiles. The Thermophile's Fauster can be equally effective.

**TIP** Ground troops should aim their fire inside the bunkers, specifically at the abandoned barrels of kerosene (I3). A direct hit to one of these causes a massive explosion, taking down everyone in the vicinity.



#### Tediz

— Tediz have 30 seconds at the start of the mission to travel across the terrain and position themselves in the bunkers overlooking the beach before the SHC troops can leave their landers. This might seem like plenty of time, but it's not. Reach your target as quickly as possible to prevent the opposition from taking any free shots at the blockade before you arrive.

— While the SHC attempts to ransack the first blockade, it's best to stay in or near the bunkers, as these give you both a height advantage and some serious protection. Units tailored for shorter-range combat should take up position on the gun turrets (I2) and spray the sands with a nearly constant stream of bullets, preventing enemy units from reaching the blockade. Grunts are best used alongside the gunners for added protection while the remaining units spread across the hillside, looking down on the opposing team (C). Position your Long Rangers and Demolishers on top of the bunker. The Demolisher, in particular, can cause some serious mayhem, taking out swathes of enemies with a single, well-aimed bazooka missile.

— The lone Special Ordnance terminal (I1) in this match is initially completely neutral, allowing access by either side. However, Tediz can deploy their Sneeker and use the Hacking Device to make it accessible to only their team while the SHC battles on the beach.

Although it's unlikely you'll have the chance to use the terminal once the SHC forces enter the bunker, it can put them at a serious disadvantage while their spy attempts to regain control of the terminal as they close in.

### Objective Two

#### SHC

— If the first objective wasn't nerve-shredding enough, the fight for access to the trenches is even worse. The only way to the objective point is along a narrow gully (D) at ground level. High walls surround the passage, and bridges cross above (E), all accessible only to the Tedi team. Once again, the opposing side has height in its favor. However, unlike the previous objective, combat is fought in much closer proximity, increasing the usefulness of your short- to midrange combatants.







— Position your Long Rangers at the mouth of the passage and use them to take down Tediz as they run out across the bridge. This should prevent too many casualties below. As before, send your Demolishers and Thermophiles toward the blockade, then use them to bring it down as quickly as possible. Your Grunts should be used primarily as protection for Demolishers as they work, scouting the surrounding forces for enemy troops. Finally, if Tediz start tumbling into the trench for close combat, send in a Sneeker to unleash a Sabre defense charge. This should incapacitate your enemies long enough to pile up the body count.

### Tediz

— Once again, Tediz have the height advantage here, so make the most of it. Line your Demolishers and Long Rangers along the bridges to take down the oncoming SHC forces from a distance. If you're good, you should be able to hold back the tide for some time before they manage to break through.

— Chances are, your opponents will have their Long Rangers aiming toward the bridges, as these positions are the most exposed. Send your remaining troops along either side of the gully to scout out and terminate long-range attackers before they can pick off your comrades.

— Take advantage of the enclosed space below to deploy your Sneekers, and use their Sabre defense move to confuse your foes. Similarly, grenades can be devastating in such close quarters, so use them judiciously and restock at the Special Ordnance terminal when necessary.

will automatically take down any approaching foes, reducing the threat substantially.

— Although you can expect your opponents to swarm everywhere, particularly around the areas looking down into the trenches, their prime vantage point is on the walkway outside the enemy base (G). Place Long Rangers behind the rocky outcrops to the opposite side of the trenches (H) to take care of foes attempting to thwart your plans from above. Grunts can do a similar job by entering the base via the nearby ramp and tackling the enemy head on.

### Tediz

— Once the SHC troops infiltrate the trenches, you lose your height advantage, as they now have access to the bridges and ramps leading up and over the area. This evens the odds substantially, and you'll need to rely on close-quarters gun action to prevent them from gaining entry to the base via the gates.

— Although it's wise to send out Grunts to hold back as many of your opponents as possible, your main focus should be the Demolishers working to break into your HQ below. Luckily, the walkway outside the Tediz' spawn point offers a great view of the proceedings, so position your Long Rangers and Demolishers overhead to rain down some serious destruction. As the enemy is likely to be wise to this plan, also be sure to send out troops around the upper levels of the trenches to recon the area and deal with any SHC snipers training their sights on you.

## Objective Three

### SHC

— Things heat up inside the trenches, thanks to the extremely narrow passages. Expect plenty of face-to-face confrontations as your Demolishers and Thermophiles blitz the Tedi base gates. As before, do everything you can to protect your bazooka buddies. In particular, collect a couple of Earthguard guns from the Special Ordnance terminal and place them along the passages on either side of the gates (F). These



## Objective Four

### SHC

— With the gates obliterated, it's time to move inside the fortress and take on the Tedi commander himself. There are two possible points you can fire from on the map—just inside the gate (I) and along the upper walkway adjacent to the commander's commander's tremendous gun (J). Both are extremely







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perilous, however. The balcony inside the gate effectively traps you in a corner with nowhere to run and a gaping hole leaving you exposed to the rear. Meanwhile, access to the upper walkway is through the Tediz' respawn point—as deadly as it sounds.

— Position your Demolishers and Fauster-bearing Thermophiles overlooking the balcony toward the commander inside the gates, and ensure you have plenty of units watching your back to prevent enemies approaching along the trenches. Your aim here is to create an environment where the demolishers can concentrate on bringing down your main foe without worrying about their imminent demise. You'll find Earthguards can be invaluable here, so deploy them liberally.

— With the bulk of your platoon's strength attempting to annihilate Von Kriplespac below, Tediz are likely to flock to the upper passage and attempt to fell you from there with grenades, bazookas, and anything else at their disposal. Use Long Rangers alongside your Demolishers to pick off enemies above, and deploy Grunts to sweep the upper levels routinely, bringing down as many enemies as possible until victory is yours.

### Tediz

— As outlined previously, the bulk of the SHC forces is likely to be inside the fortress gates attempting to rid the world of your esteemed leader. This gives you two potential points of attack—from behind or from the upper level. Either way, the SHC is going to have its sights trained on you in order to prevent its defeat at the eleventh hour. Approaching from the rear is risky, as your opponents have easy access to the Special Ordnance terminal—and thus, Earthguards. What's more, all it takes is one Demolisher to turn around and sling a missile your way, and it's back to the respawn point.

— It's best to concentrate your attacks from above, hurling all your most powerful munitions toward the ground below. Use snipers to pick off ground-based nuisances, and set up a Tedi blockade along the ramp outside the respawn point. This should minimize the number of opponents able to infiltrate your upper sanctum and interrupt your final assault.

## FORTRESS DEUX



### Objective

With the battle on the beach finally over, Von Kriplespac and his men make a tactical retreat inland, taking up residence in "The Fortress"—a disused prison. After a prolonged conflict, both the SHC and Tediz have secured one half of the complex. In order to assure victory, one side must capture the opponent's flag and deliver it to the goal in order to be filmed—demoralizing the enemy enough for one final push.







### Objective Points

- 01** Flag (SHC)
- 02** Flag (Tediz)
- 03** Flag goal (SHC)
- 04** Flag goal (Tediz)

### Respawn Points

#### SHC

- S1** Fortress
- S2** The Bridge

#### Tediz

- T1** Fortress
- T2** The Bridge

### Points of Interest

- i1** Special Ordnance terminal
- i2** Mobile Units terminal
- i3** Gun turret

## Winning Conditions

Every time a faction successfully captures its opponent's flag and returns it to the goal in its own base, that team gains a point. The team with the most points to its name when the timer reaches zero is declared victorious.

## STRATEGIES

— Sneakers rule this mission if used correctly, thanks to their Cloak ability. From each team's base, it's only a short walk along the upper levels (via A and B) to reach the opponent's flag (01, 02). What's more, your Cloak can last the entire trip. However, you must find a safe spot and wait for your Cloak gauge to refill before making the return journey undetected. Careful deployment of Sneakers can lead to victory in minutes if the enemy side's defenses are slack.

— For this reason, it's vital you station troops along key areas of the flag access route to prevent Sneakers from strolling in and swiping your colors from under your nose.

Position Grunts around the flag at all times. Make sure they watch their surroundings carefully and they should easily eliminate a Sneaker once its Cloak fails, prior to the trip back. Additionally, ensure a team member mans the gun turret along the entrance to your base, firing intermittently to reveal the Sneaker if you hit it.

— There are two possible routes to the flag—via the walkway on the upper level as outline previously, or through the main base entrance (C) deep in enemy territory. The heavy concentration of enemy troops makes the second option potentially treacherous; however, this can be used to your advantage if the opposition hasn't considered the likelihood you might take this risk. The wisest strategy for success is to deploy troops along each route and storm the enemy from both directions.







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— Don't underestimate the importance of mobile units on this map. Ground vehicles are great for crossing the large, open expanse between bases to reach your opponent's headquarters as swiftly as possible. If your enemy is smart enough to position Long Rangers along the upper level, you shouldn't attempt the journey on foot. Don't forget that some units, such as the Toad, enable you to carry multiple soldiers to your destination at once. Use this to your advantage, deploying large numbers of troops into enemy territory quickly. Of course, don't forget that a vehicle carrying numerous passengers is a primary target for your foes.

— Dispatch a Sky Jockey in a Steed and patrol the skies, protecting your base from invaders below. Be prepared for some intense dogfights if your opponents have the same idea, though.

— The Demolisher's tank should be used as much for defensive maneuvers as offensive action. Use it to create

a formidable blockade outside your main base gates (D) or along the upper bridge (E) to deter intruders attempting to reach your flag via the shorter route.

— With mobile units proving so invaluable during play, you can scupper your opponent's chances of victory by disabling his terminal (i2) early on. Dispatch a cloaked Sneeker, either solo or in the back of a Toad for added speed, and use its Hacking Device to switch the opposition's terminal over to allied use. For a more permanent solution, use Demolishers and Thermophiles to obliterate the terminal once you've infiltrated enemy HQ.

— There's safety in numbers—this is particularly worth remembering on your journey back to base with the enemy flag. Always travel in a convoy, preferably consisting of heavy hitters like Demolishers or Fauster-bearing Thermophiles, to ensure the flag carrier comes to no harm on the trip back.

### CASTLE VON TEDISTEIN



CASTLE VON TEDISTEIN GROUND LEVEL

#### Objective Points

- 01 Pylon switch 1
- 02 Pylon switch 2
- 03 Pylon switch 3
- 04 Pylon switch 4
- 05 Cable cars
- 06 Time machine
- 07 APC

#### Respawn Points

##### SHC

- S1 APC
- S2 Hellfire Corner
- S3 Crypt

##### Tediz

- T1 Castle
- T2 Hellfire Corner
- T3 Crypt

#### Points of Interest

- i1 Special Ordnance terminal
- i2 Gun turret
- i3 Kerosene barrel







CASTLE VON TEDISTEIN MIDDLE LEVEL



CASTLE VON TEDISTEIN TOP LEVEL





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## Objective

With the Tediz in retreat within the walls of Castle Von Tedistein, the SHC sends in a crack team to finish the fuzzy threat once and for all. However, the evil Von Kriplespac has secured a mysterious machine in his quest for world domination and is hell-bent on unleashing its powers. The SHC must do everything it can to stop the weasel's nefarious scheme, destroying the infernal contraption once and for all.

## Winning Conditions

Four electricity masts spread across the rugged terrain (01, 02, 03, 04) of the castle. Each team must attempt to secure all of the pylons, forming a connection from their generators to the other side of the ravine. Once the pylons are successfully commandeered, an SHC unit must enter the Tediz' machine (06), halting the war across time before it can begin. The Tediz, on the other hand, must dispatch a foot soldier to enter the opposition's APC (07), sealing the connection and activating the time machine for Von Kriplespac's plans to reach fruition.

## STRATEGIES

- Both teams have one pylon each at the start of the mission (SHC: 01, Tediz: 04). While the Tediz swarm the castle entrance and secure their next mast (03), ready to thwart the SHC onslaught, the squirrels must activate their second mast (02), setting the cable cars (05) in motion and enabling each side to enter enemy territory.
- A single switch lies at the foot of each mast. Once a unit steps on a switch, its team immediately claims that mast. However, masts need to be captured in a linear fashion—from one side of the ravine to the other. The SHC should secure 01, 02, 03, then 04. Tediz should capture 04, 03, 02, then 01.
- When one team has all four pylons under its control, a single unit should enter either the time machine (SHC) or the APC (Tediz).
- Use your heavy artillery (either bazooka-equipped Demolishers or Fauster-wielding Thermophiles) stationed directly on top of a captured switch to prevent the opposing side from getting close enough to usurp your position and gain the upper hand.

— Your defensive strategy is paramount to victory, or at the very least, essential to preventing failure. Set up a powerful front line directly along the cable car disembarkation point inside your base (SHC: A, Tediz: B), ready to fend off the enemy tides. The cable cars are the only means of reaching the opposite side of the ravine, so the heavier your defenses here, the less likely it is that your opponents will infiltrate your HQ.

— As this frontline position is the main access point to switches on your side of the ravine, it's possible to reduce your defenses as you travel deeper into your territory. Providing you have snipers preventing access to the upper levels, a strong defensive presence below should make it very difficult for your opponents to reach your masts. Employ several grunts as backup in these areas—just in case an enemy unit slips through your net.

— There are two ideal spots for snipers on either side of the ravine (C, D, E, F). Although it's possible to use your Demolishers here, thanks to the long range of their bazookas, your snipers' increased accuracy means you can frequently fell opposition units before they reach the cable cars and your HQ.

— Sneekers are ideal for securing masts within enemy territory. With their Cloaks activated, it's possible to slip inside a cable car, disembark on the opposite bank, and enter the enemy base without alerting anyone to your presence. Furthermore, Sneekers can exploit their hacking devices, disabling the opposition's Special Ordnance terminal and weakening the enemy's potential defenses dramatically.

— Employ Grunts for the dirty work. If you're planning to station your





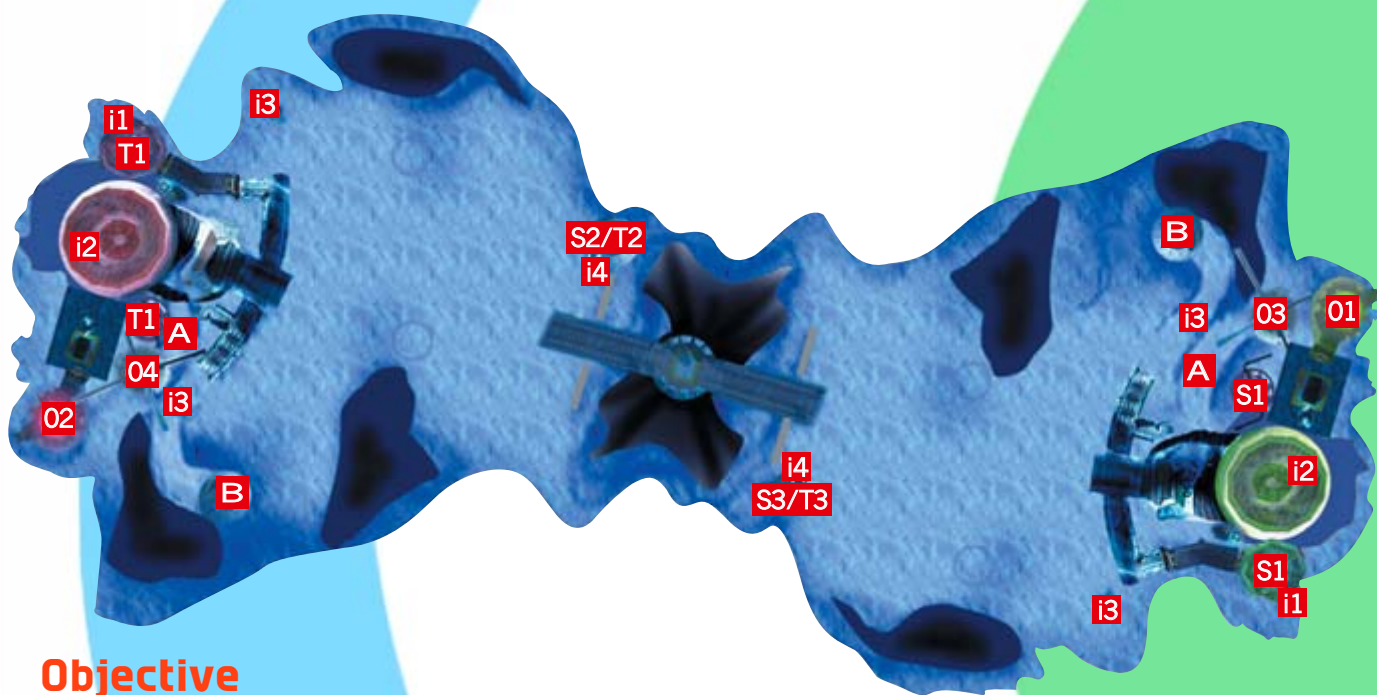
heavy artillery in the heart of enemy territory, provide Grunts for support to ensure you can break through the initial deluge of opposition defenses on crossing the ravine.

— Although terminals can dish out mines and grenades as usual, the handiest piece of equipment in this mission is the Earthguard gun. Position these guns close to your captured switches for additional offensive measures during those moments when your troops might be otherwise engaged.

— Keep your eyes peeled for the kerosene barrels around the environment. These are usually placed in prime sniping and shooting locations, meaning that a sharp marksman can effortlessly clear out a heavily populated area, easing passage through to the other side.

— Once the opposing team has managed to secure all its masts, move the bulk of your defenses to either the APC or the time machine, depending on your side. Any teammates inside enemy territory should concentrate on reclaiming masts as quickly as possible, in order to prevent the opposition's imminent victory.

### A BRIDGE TOO NARROW



### Objective

Eons after the Old War, the battle between Tediz and squirrels continues to rage. As both sides reach stalemate, only one hope for victory remains. Legend tells of a secret map buried beneath the ice, revealing the location of a formidable weapon somewhere in the galaxy. Both factions storm the snowy wastelands, and each manages to uncover one half of the map. Both sides must attempt to overpower the other, steal the second half of the map, and upload the two parts to uncover the coordinates of the long, lost weapon.

### Winning Conditions

After infiltrating the enemy base, grab your opponent's plans (01, 02) and retreat to your own HQ. Once safely home, locate the link pod (03, 04) and upload the map to gain a point. The team with the most points when the timer reaches zero is victorious, having uncovered the coordinates of the legendary secret weapon.



## Objective Points

- O1** SHC plans
- O2** Tedi plans
- O3** SHC link pod
- O4** Tedi link pod

## Respawn Points

### SHC

- S1** Base
- S2** Base Alpha (if hacked)
- S3** Base Beta (if hacked)

### Tediz

- T1** Base
- T2** Base Alpha (if hacked)
- T3** Base Beta (if hacked)

## Points of Interest

- i1** Special Ordnance terminal
- i2** Mobile Units terminal
- i3** Gun turret
- i4** Hackable door



— What's more, if you manage to secure both mini-bases, they make ideal spots for your Gatemakers. Dump the in-gate nearest the enemy camp and the out-gate nearest to you. This gives you a massive advantage by eliminating the need to cross the perilous bridge after capturing your opponent's plans and making your getaway.

— Mini-bases can offer such a huge tactical advantage that they're often the scenes of intense action. Always position your heavy artillery inside a structure once it's under your control and protect it at all costs.

— The roofs of both mini-bases are accessible to your units, and it's wise to position a couple of Long Rangers or bazooka-toting Demolishers on top of each, ready to thwart advancing enemy soldiers as they attempt to cross the bridge. You can also occupy the roofs of two abandoned structures (B) close to each base for similarly nefarious purposes.

— The Sky Jockey's unique flying abilities are invaluable during this mission, enabling him to reach the other side of the ravine without having to navigate the bridge. Sky Jockeys should secure a Mule 52 quickly and deposit troops in enemy territory as early as possible. The Mule should be permanently on standby, ready to collect units as they escape enemy territory with the plans in hand.

— The Mule 52 is so handy that either team would be foolish not to deploy Skyguard turrets at the earliest convenience. With these anti-aircraft missile launchers trained at the sky, the chances of an opponent slipping over your defenses is severely dented. For added security, you can even deploy a second Sky Jockey to patrol the skies in a Steed, ready to remove any airborne threats.

— While the bridge is clear at the start of a mission, load your men into vehicles and zip them across the ravine as quickly as possible for access to the enemy base and opposite mini-base. If your opponents are unprepared, it's possible to grab the plans and scoot back to home territory before they can deploy vehicles of their own. Chances are, though, the bridge choke point will be so cluttered on the return journey that you'll need to make alternative arrangements to reach your link pod.

## STRATEGIES

— Both teams' link pods are located directly above their bases, on snowy hillsides. The path up (A) is narrow and extremely easy to miss. It's vital you spend time familiarizing yourself with the layout of the map before you play. You can't afford to waste precious time—and increase your exposure—during a match while you frantically hunt out your goal with plans in hand.

— Two miniature bases are up for grabs across the environment, both housing additional respawn points available for use by the controlling team. One base lies near the Tedi camp while the other sits close to the SHC HQ. To secure a base, deploy a Sneeker and use the Hacking Device on the shielded doors. You'll gain a huge advantage if you can gain control of the base closest to enemy territory, as it enables you to bypass the chaotic bridge area in the center of the map whenever you need to respawn.







— To seriously restrict enemy access to your half of the map, send a Tankus-driving Demolisher out to park at the bridge mouth and block the through point. Of course, you need to plan in advance if you intend to use this strategy—make sure you've got some way of returning to base other than the bridge.

— You can also deploy a Tankus to bulldoze your foes into oblivion as they attempt to cross the bridge. The Tankus is heavy and strong enough to crush virtually anything in its path, and the bridge simply isn't wide enough for your opponents to dodge the vehicle as you mow forward. Their only options are to head back the way they came or face an untimely respawn.

### THREE TOWERS

#### Objective Points

- O1** Alpha tower
- O2** Central tower
- O3** Beta tower
- O4** Respawner (Tedi goal)
- O5** The artifact (SHC goal)

#### Respawn Points

##### SHC

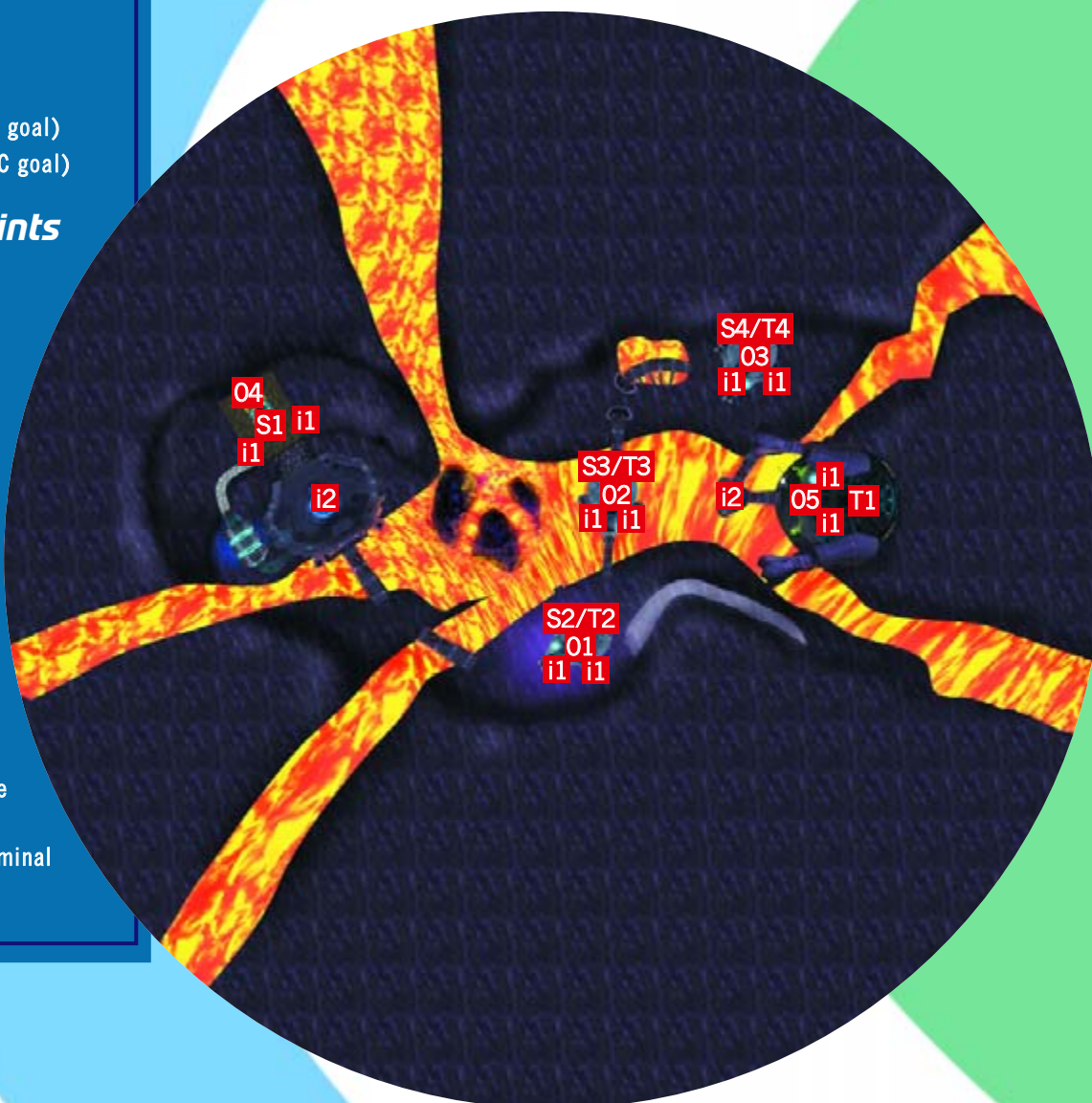
- S1** Base
- S2** Alpha tower
- S3** Central tower
- S4** Beta tower

##### Tediz

- T1** The artifact
- T2** Alpha tower
- T3** Central tower
- T4** Beta tower

#### Points of Interest

- i1** Special Ordnance terminal
- i2** Mobile Units terminal
- i3** Tower entrance







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### Objective

With uncharacteristic luck, Von Kriplespac uncovers the mysterious and legendary artifact on the abandoned mining outpost of Big Rim. As the Tedi forces begin the arduous excavation process, the SHC learns of their nefarious plans and lands nearby, ready to thwart Von Kriplespac and destroy the artifact before he can harness its diabolical power. For the weasel's plans to succeed uninterrupted, the Tediz must infiltrate the SHC base and obliterate the respawnner. However, to gain entrance to the enemy's headquarters, each side must attempt to activate all three towers on the planet's surface and use them to reroute their opponent's shields.

### Winning Conditions

The opposing teams' bases sit at either end of the map, with three towers lying along the narrow path between each. By stepping on the button on the upper level of each tower, a faction can gain control of the structure for a limited time. Once the counter runs out, the tower returns to neutral and can be commandeered by the other side. Before this happens, the first team must activate the next two towers along the route to claim them as well. Once all three towers have been captured, the shields of the opposing team's base are deactivated for a limited time, giving attackers a chance to storm the base and destroy either the artifact or respawnner. When either is decimated, players gain a point and swap teams. The faction with the most points at the end of the match is declared the winner.

### STRATEGIES

— Towers must be captured in a linear fashion, working from the one closest to your base to the one nearest your enemies (SHC: 01, 02, 03 / Tediz: 03, 02, 01). All teammates should pay close attention to the objective markers on the right of the screen to ensure they know the current capture status of each tower.

— Due to the distance between each base, Mobile Units play a vital part in victory. If you successfully deploy a Sneeker early on in the mission to disable or destroy an enemy terminal, you can gain a significant tactical advantage. The fastest way of transporting your

Sneeker to the opposition base is to employ a Sky Jockey to carry him in the Mule 52. Opponents should always have a Steed in the air and Skyguard turrets stationed below to prevent enemy infiltration from above.

— The Mule 52 is also great for depositing ground troops along the tower route, either as backup to an existing conflict or ready to capture the next tower after the preceding one is obtained. By positioning troops in advance, you can dramatically reduce the time it takes to secure the next tower. The quicker you are, the less likely it is that captured structures will deactivate, and the less chance your opponents have of gaining control.

— Early in the mission, use ground vehicles to access the closer towers as quickly as possible. The route to the enemy base is deceptively long, and progress on foot is slow. Don't give your enemies the upper hand by wasting time. As the mission progresses, though, it's often better to abandon ground vehicles altogether. The access bridges between each tower are narrow, and an excess of Mobile Units can slow movement substantially. Lone troops can easily dodge between vehicles if roads become congested.

— Don't make the mistake of moving your entire platoon forward as you proceed toward the next tower. Always station Grunts, and several Demolishers or Thermophiles, to protect towers currently in your possession. By ensuring team members are always in the vicinity, you can swiftly reactivate a tower if its timer depletes before the next is captured. What's more, it prevents opposition forces from flying in and taking advantage of an unprotected structure.

— One great way of ensuring your opponent can't gain entry to a tower while you attempt to secure the next structure is to get a

Demolisher to park a Tankus directly in front of the access tunnel and sit tight. You can throw even more of a wrench in the works by blocking entrance to the central tower as early in the mission as possible. Provided your opponents don't send in the heavy artillery, you'll prevent them from proceeding, even if they've managed to capture their first tower.





— Every tower sports an upper platform around its outer perimeter, accessible from the button room. Once you've successfully secured a tower, position your Long Rangers up here in order to hold back the onslaught of enemies approaching from the distance.

— Once a team secures all three towers, a timer activates and counts down the seconds until the shields around an enemy's base re-engage. It's in each team's interests to reach a base as quickly as possible, whether they're attacking or defending. Make sure you have a Sky Jockey and Mule 52 on standby to collect your Demolishers and Thermophiles and deposit them quickly where needed.

### DOON

#### Objective Points

- O1** Defense gate 1
- O2** Defense gate 2
- O3** Defense gate 3
- O4** Panther King

#### Respawn Points

##### SHC

- S1** The ship
- S2** Second defense
- S3** Outside base

##### Tediz

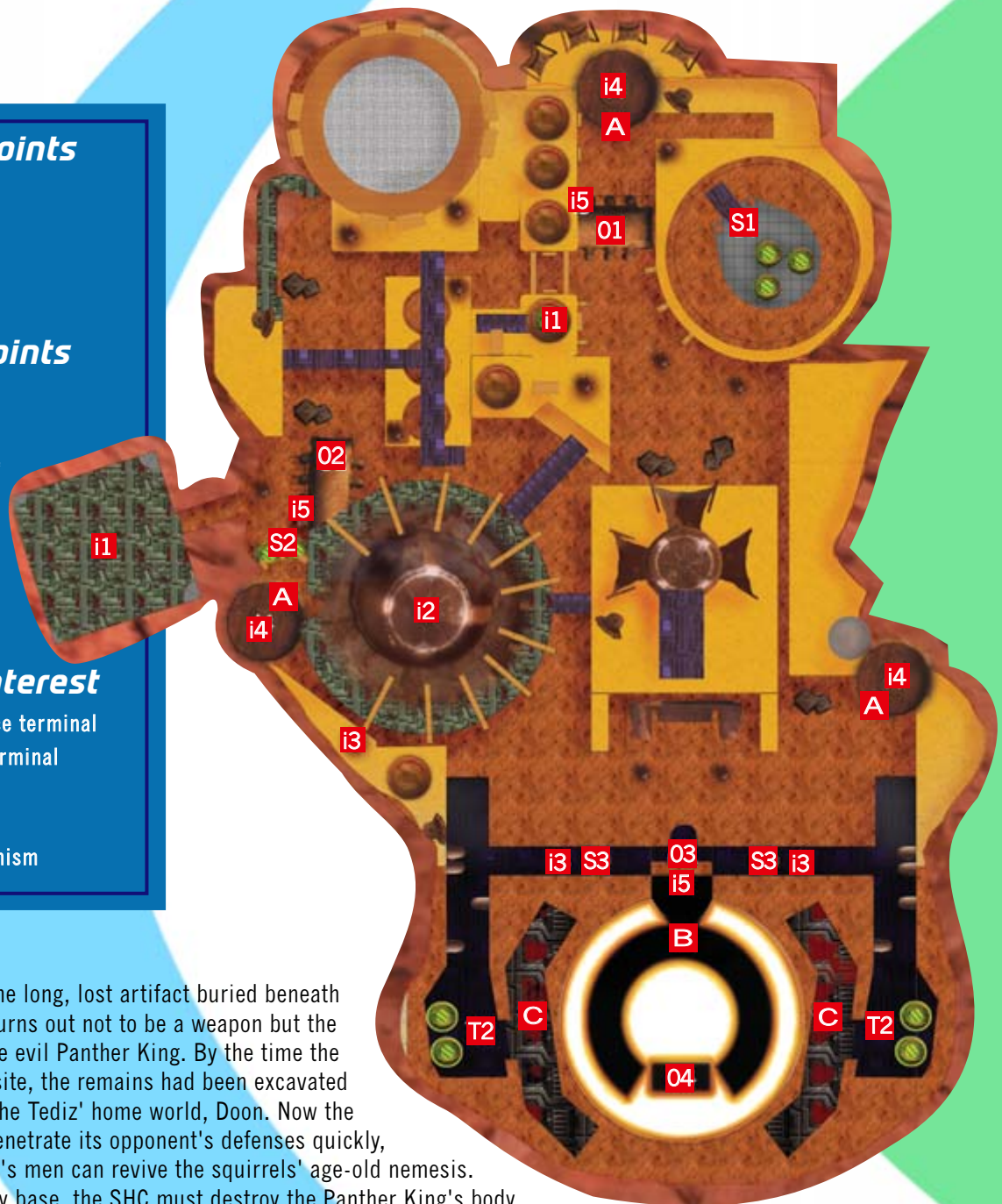
- T1** Base Alpha
- T2** Base Beta

#### Points of Interest

- i1** Special Ordnance terminal
- i2** Mobile Units terminal
- i3** Gun turret
- i4** Sniper tower
- i5** Locking mechanism

### Objective

Legend was wrong. The long, lost artifact buried beneath the planet's surface turns out not to be a weapon but the ancient remains of the evil Panther King. By the time the SHC reached the dig site, the remains had been excavated and shipped back to the Tediz' home world, Doon. Now the SHC must land and penetrate its opponent's defenses quickly, before Von Kriplespac's men can revive the squirrels' age-old nemesis. Once inside the enemy base, the SHC must destroy the Panther King's body







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and prevent the Tedi leader from rising again. The Tediz, meanwhile, must hold back and destroy the squirrels, enabling their dastardly plans to reach fruition.

## Winning Conditions

The SHC landing site lies at one end of the map while the Tedi base sits at the other. The SHC must break through the three defense gates blocking the route forward and gain access to enemy HQ. Once inside, they need to prevent the Panther King's resurrection by obliterating his exposed heart. Meanwhile, it's up to the Tedi team to hinder SHC progress for as long as possible. If the timer reaches zero before the squirrels destroy the Panther King, the dormant ruler will reign again, leading the Tediz to victory.

## STRATEGIES

— Defense gates can be destroyed through brute force or by using a Sneeker's Hacking Device. Hacking allows defenses to be broken much more quickly than old-fashioned destruction, but it can be tough for a Sneeker to operate safely, especially as the action heats up closer to the Tediz base. The SHC can reach enemy territory in record time by deploying a Cloaked Sneeker and hiding him in the throng of a heavy artillery convoy, consisting of Demolishers or Thermophiles.

— If an environment is too risky for SHC Sneekers, use your Demolishers and Thermophiles to blast through defense gates. It's a more time-consuming process, but it's sometimes necessary. While your heavy hitters concentrate their firepower on the defense gates, deploy Grunts to hold back the tide of Tedi troops.

— Terminals are situated to the Tediz' advantage in this level, all lying beyond the first defense gate. This means that while the SHC tackles its initial obstacle, the Tedi team should deploy Sneekers to hack into all three terminals (I1, I2) and adjust them from neutral. Although this gives Von Kriplespac's side the upper hand early on, SHC Sneekers can quickly hack terminals back for their own team's side, once they've broken through the Tediz' defenses.

— The most useful items available from Special Ordnance terminals, for either team, are the Earthguard

turrets. Position a few of these at street level while you work to cause some serious grief for the other side.

— Alongside the Special Ordnance terminals, there's one Mobile Units terminal up for grabs. However, use is limited to Sky Jockeys, as it supplies only Steeds and Mule 52s. What's more, when the terminal has been requisitioned, send out a Demolisher or Sky Jockey to use Arc Weld and repair any damage before it can be activated.

— The Mobile Units terminal is instrumental to the Tediz' success. The map layout means that once members of the Tedi team enter an area between defense gates (usually by dropping from overhead ledges), they're stuck there until the SHC manages to disable the next gate and unblock the route forward. As such, you can't position troops across the level in advance without diluting your resources—having only a very limited number of men stationed in each section. With the Mule 52 at your disposal, however, you're free to transport your troops around the map at will, loading and unloading wherever you see fit.

— Doon is one of the largest, most complex maps in the game, thanks to its myriad winding passages and convoluted walkways. While the SHC's route through the city streets, toward the Tediz base and Panther King, is largely linear, Tedi players need to familiarize themselves with the map carefully if they're to successfully defend their territory.

— There's plenty of scope for sniping and high altitude during the match—meaning Long Rangers, Demolisher, and Thermophiles should be in their element. In fact, the profusion of multiple levels means that cunning teams should avoid getting down and dirty in the narrow, restrictive alleys on the ground, opting to rain their firepower from above instead. Although not immediately obvious, three doorways (A) lead up to sniping towers (I4) from the streets. These offer fantastic views of the unfolding action below—line your Long Rangers up here, and the enemy won't know what hit him.



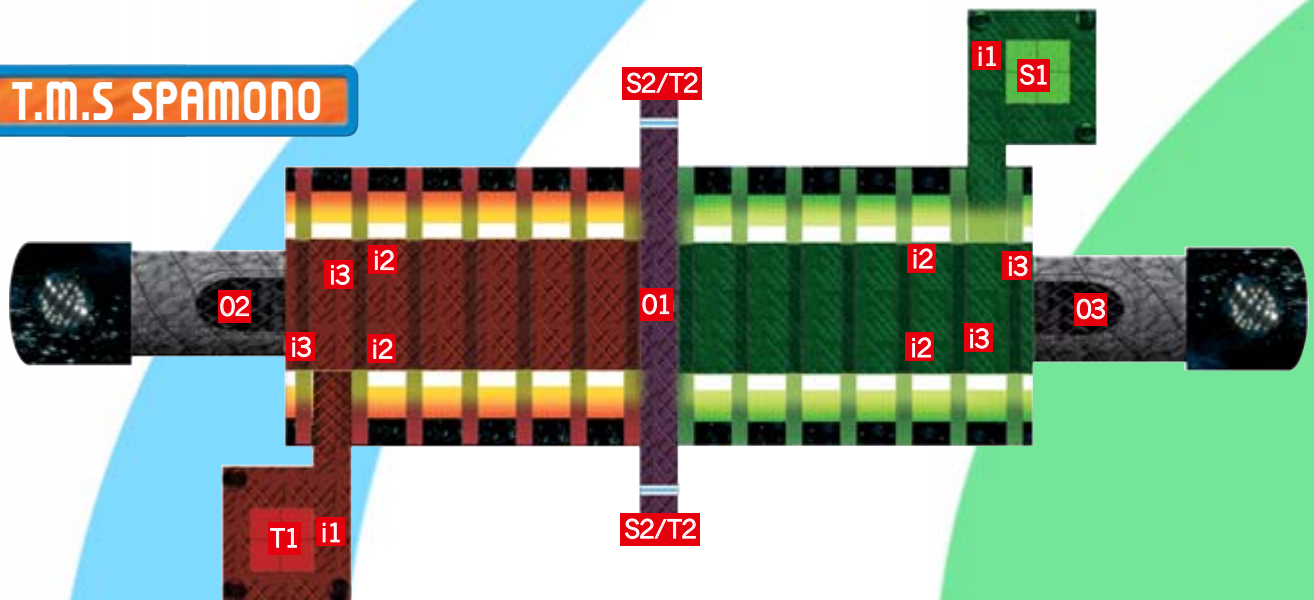


— The final assault on the Panther King is one of the most intense sections of all the missions, thanks to the extremely limited confines of the resuscitation chamber. What's more, the access platform (B) is surrounded by lava, invariably leading to a high body count. While the SHC works to destroy the Panther King's heart, Tediz should be stationed on the two ledges overlooking the area (C), attempting to thwart the squirrels' progress. The

position of these walkways leaves ground troops extremely exposed to attack. For this reason, it's imperative that the SHC team deploys Grunts and other units to distract the Tediz from defending their ruler.

— To prevent Tediz attacking from the rear, through the main chamber entrance, it's a good idea to unleash as many Earthguard guns as possible in the surrounding area.

### T.M.S SPAMONO



### Objective Points

- 01** Energy Sphere
- 02** Sphere goal (SHC)
- 03** Sphere goal (Tediz)

### Respawn Points

#### SHC

- S1** MOTHER
- S2** Airlock (when hacked)

#### Tediz

- T1** MUTTER
- T2** Airlock (when hacked)

### Points of Interest

- i1** Special Ordnance terminal
- i2** Gun turret
- i3** Fuel barrel

## Objective

The derelict star cruiser, the T.M.S. Spamono, has reappeared at the outer reaches of the galaxy. Both teams are eager to unlock its deadly secrets, powering the ship's engines to take it home for examination. While the allied team has successfully installed an Energy Sphere on its side of the ship, victory depends on routing power, via the remaining Energy Sphere, to the enemy's quarters.

## Winning Conditions

One lone Energy Sphere (01) stands in the center of the space station's gargantuan central annex. Each side must attempt to capture the sphere and deposit it inside the rotating chamber in the opposing team's base (02, 03). Each successful delivery earns your platoon a single point. The faction with the most points at the end of the mission wins the game.







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### STRATEGIES

— Each team begins the game at their respective respawn points at either end of the vessel. Immediately on starting the mission, two criteria need to be met—secure the Energy Sphere in the central corridor before the other team can, and defend the entrance to the rotating chamber (01, 02) on your team's side, preventing your opponents from achieving a successful drop-off. It's important to organize your units quickly and divide the tasks between each so all bases are covered. If all your teammates rush to complete the same task, the opposing side immediately gains the upper hand.

— The narrow, confined central annex of the ship makes for some seriously frantic face-to-face action. Hiding places are few and far between. If you're going to have any success in delivering the Energy Sphere to enemy HQ, don't even think about going it alone. Without proper reinforcements, you'll look like a colander before you've even made it halfway along the tunnel. Whenever you venture into enemy territory, keep Grunts in your immediate vicinity to fend off attacks, and use your Long Rangers and Demolishers from a distance to survey the oncoming carnage.

— Certain weapons and abilities are ideal for use in confined spaces, and these should be exploited as often as possible here. In particular, make heavy use of your grenades to cut opponents down to size from a distance, or use a Sneeker's defense maneuver and Demolisher's Berserk move in close quarters.

— Don't underestimate the importance of defensive maneuvers in this mission. Although points are gained by delivering the Energy Sphere to the opposing side, it's just as vital to ensure your own side is as impenetrable as possible. Position your Long Rangers close to your rotating chamber and have them set their sights on incoming enemies. Good marksman can fend off huge numbers of enemies as they charge toward your position. Similarly, deploy Demolishers and Earthguards to hold back the advancing tide. Also, don't forget to make use of

the single gun turret (i2) granted to each team outside its respawn point.

— With one Special Ordnance terminal (i1) available to each side, teams savvy at using their specialist equipment will always have the upper hand. To even the odds, or even swing them in your favor, instruct a Sneeker to don his Cloak and enter the enemy respawn point, using the Hacking Device to disable your opponent's terminal. Respawn points are hotbeds of enemy activity, so it's a risky, but invaluable, maneuver. Try using your other units to create a distraction while the Sneeker sets to work.

— The two airlocks (S2, T2), midway along the main corridor, house the level's upgrade tokens—they also make great places to position your Thermophiles. The long reaching blasts of napalm from their Sinurators can be deployed to catch unsuspecting foes off-guard as they make a dash along the corridor—hide around the corner and squeeze the trigger to set them ablaze as they run passed!

— To gain access to both airlocks and the respawn points inside, deploy a Sneeker to hack the panels on each. It's advisable to do this as quickly as possible—you'll gain a significant tactical advantage by reducing the traveling distance between the energy sphere and your opponent's base after a fatality.



— The journey from one end of the ship to the other is treacherous at the best of times. You can ease the pain of travel by using your Sneekers to deploy a Gatemaker at the vessel's midpoint for easy access once you've captured the Energy Sphere, and another as close to the enemy base as possible. Be warned, though—you're going to need some heavy backup if you plan to make it along the corridor unscathed to plant your delivery.





### THE DITCH

#### Objective Points

- O1** Flag respawn
- O2** Flag towers

#### Respawn Points

##### SHC

- S1** Base
- S2** Outer Ring

#### Tediz

- T1** Base
- T2** Outer Ring

#### Points of Interest

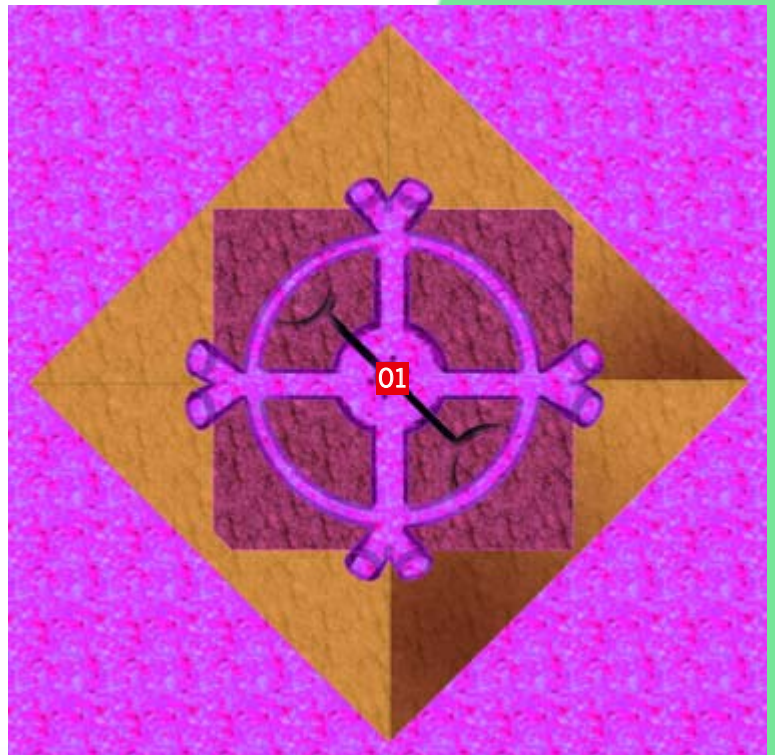
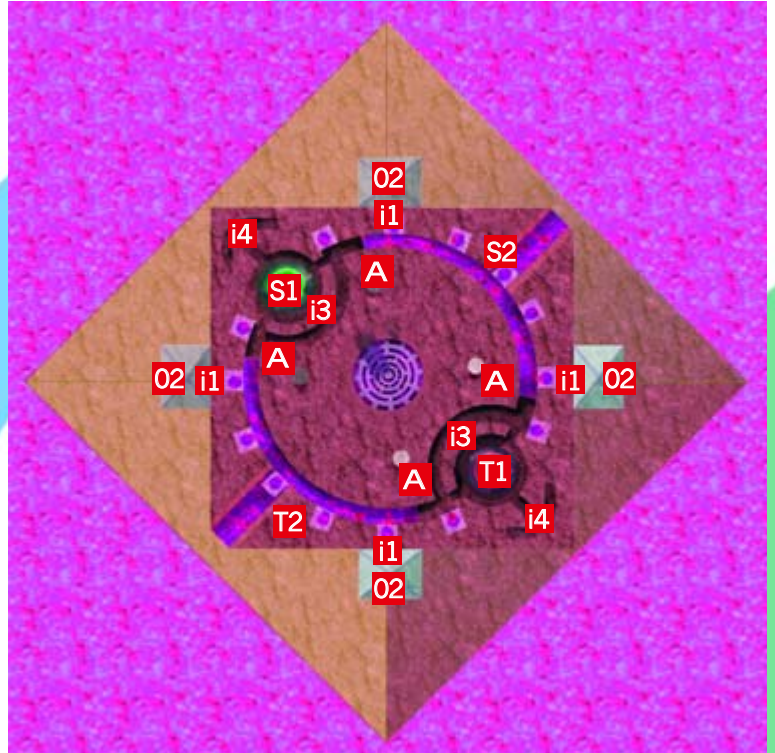
- i1** Tower entrances
- i3** Special Ordnance terminal
- i4** Mobile Units terminal

### Objective

The aim of this map is simple—capture the solitary flag in the center of the battle zone and use it to claim all four towers lining the level perimeter.

### Winning Conditions

Once you've got the flag in your grasp, enter a tower and deposit it at the top. When you're successful, the tower is claimed in your team's name, and the flag returns to its initial position. Once your side controls all four towers simultaneously, victory is yours.







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### STRATEGIES

— As straightforward as the mission objective is, the Ditch is one of the most frantic, nerve-shredding battle-grounds in the entire game. This is due mainly to its vast, open arena and drought of convenient places to hide. The emphasis here is on relentless, cold-blooded slaughter, and you're certain to visit more than your fair share of respawn points before the match is through.

— In any capture-the-flag style mission, consider the strengths of each class when assigning a flag runner. In particular, pay attention to each character's agility—a slick Sneeker is far more likely to get out of scrapes than a lumbering Demolisher.

— With one lone flag positioned in the lower levels of the arena, the temptation is to loiter provocatively in the area and grab it when you've got the chance. However, everyone else in the game is likely to have the same idea, making the two access points to the basement absolute death traps as bullets fly about in a tiny space. Wiley players quickly learn that the most effective strategy is to wait for an opponent to grab the flag, then terminate that foe with extreme prejudice when he emerges above ground.

— Although the focus of the level would initially appear to be the large central arena, don't underestimate the importance of the outer ring. This narrow upper level is the only way to reach the tower entrances in order to deposit the flag once it's in your possession. It pays to have a good portion of your teammates patrolling this area at all times—you can be assured that the flag carrier will show his face sooner or later.

— Demolishers and Long Rangers should take advantage of the turret-like structures surrounding the outer ring. Take cover behind these and train your sights, ready to take down the flag bearer and his entourage as they emerge from the depths and make a run for it. In particular, keep your eyes on the trench leading back toward the enemy base from the basement. With two possible entrances, you've a 50 percent chance of catching the flag carrier in your sights as he reappears briefly on the upper level.

— Once you've got the flag in your grasp, you instantly become the primary target of the entire opposing team. Plan your strategies carefully with your comrades so that you all know exactly who will grab the flag and who will be providing backup to get you out of the basement alive. Remember that your own weapons are inaccessible once the flag is in your clutches.

— From the lower levels, there are only two possible exits. One leads back to the allied camp and the other to the enemy base. Two of the four towers lie behind each, so you must venture in both directions at some point in order to succeed. This doesn't mean you necessarily need to bowl straight into hostile territory, however. It's often preferable to leave via your own exit and hitch a lift from a prearranged friendly vehicle waiting in the wings.

— While the Toad is great for zipping across the hostile terrain at speed, savvy flag bearers should line up a Mule 52 and Sky Jockey alongside their base. When they re-emerge in the open, hop into one of the passenger seats and let the pilot speed through the skies toward the enemy towers. Crafty Sky Jockeys should take advantage of the multilevel nature of the map and dip down *outside* the outer ring. Sneaking around the perimeter of





the battle zone toward the enemy towers makes it impossible for anyone other than another Sky Jockey to locate your position and engage you in combat. While your opponents are wondering where the flag has gone, spring back up on the opposite side of the play area, park the plane on the outer ring, then make a dash for the tower.

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— Of course, you can use the Steed or Mule 52 for equally devious purposes and thwart your enemies as they attempt to capture the towers closest to their own base. Loiter out of sight, beneath the crest of the outer ring, then spring up and open fire as they approach the tower entrance, oblivious to your presence.

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— You can make your opponents' lives very difficult by blocking off all available routes to the towers on your side of the map once they've secured the two closest to their base. Primarily, these are the entrances to your base (A), which your opponents need to penetrate in order to reach the ramp leading up to your towers. Place some serious artillery in these areas, such as the Tankus, to ward off unwanted visitors. Of course, you should also have a couple of planes patrolling the air nearby to scupper anyone attempting to circumnavigate your defenses in the Mule 52.

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